

**TopDeck**<sup>™</sup>  
PRESENTS

**POKÉMON**<sup>®</sup>

TRADING CARD GAME

# Player's Guide



A Complete Guide to Every Card from Base Set to *Gym Challenge* Plus Promos!



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**Blaine's Doduo** 50 HP  
Basic Pokémon  
W: ● R: ●-30 RC: —  
\* **Wild Kick** Flip a coin. If tails, this attack does nothing. Damage: 20  
\* **Retaliate** Does 10 damage times the number of damage counters on Blaine's Doduo. Damage: 10x 61/132 ●

**Blaine's Dodrio** 70 HP  
STAGE 1 (Evolves from Blaine's Doduo)  
W: ● R: ●-30 RC: ●  
\* **Mega Peck** Flip a coin. If tails, this attack does nothing. Damage: 50 32/132 ●

**Blaine's Kangaskhan** 80 HP  
Basic Pokémon  
W: ● R: ●-30 RC: ●●●  
\* **Child's Punch** Flip a coin. If tails, this attack does nothing. Damage: 10  
\* **One-Two Punch** Flip a coin. If heads, this attack does 30 damage plus 10 more damage; if tails, this attack does 30 damage. Damage: 30+ 36/132 ●

**Blaine's Tauros** 70 HP  
Basic Pokémon  
W: ● R: ●-30 RC: ●●  
\* **3-Pronged Tail** Flip 3 coins. This attack does 10 damage times the number of heads. Damage: 10x  
\* **Full Speed Charge** Flip 4 coins. This attack does 20 damage times the number of heads to the Defending Pokémon and 20 damage times the number tails to Blaine's Tauros. Damage: 20x 64/132 ●

**Brock's Lickitung** 80 HP  
Basic Pokémon  
W: ● R: ●-30 RC: ●●●  
\* **Tongue Slap** Damage: 20  
\* **Slam** Flip 2 coins. This attack does 30 damage times the number of heads. Damage: 30x 41/132 ●



**Eevee** 40 HP  
Basic Pokémon  
W: ● R: ●-30 RC: ●  
\* **Tackle** Damage: 10  
\* **Sand-attack** If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. Damage: 10 55/82 ● R

**Eevee** 30 HP  
Basic Pokémon  
W: ● R: ●-30 RC: —  
**Pokémon Power: Chain Reaction** This power can only be used when a Pokémon evolves. Search your deck for a card that evolves from Eevee and attach it to Eevee. This counts as evolving Eevee. Shuffle your

deck afterward. This power can't be used if Eevee is Asleep, Confused, or Paralyzed.  
\* **Bite** Damage: 20 11 ★

**Erika's Clefairy (LV. 16)** 50 HP  
Basic Pokémon  
W: ● R: ●-30 RC: ●  
\* **Lunar Power** Flip a coin. If heads, search your deck for a card that evolves from 1 of your Benched Pokémon and put that card on that Pokémon. (This counts as evolving that Pokémon.) Shuffle your deck afterward.  
\* **Moon Kick** Damage: 20 40/132 ●

**Erika's Clefairy (LV. 17)** 50 HP  
Basic Pokémon  
W: ● R: ●-30 RC: ●  
\* **Moonwatching** Search your deck for a basic Energy card. Show that card to your opponent, then put it into your hand. Shuffle your deck afterward.  
\* **Comet Slap** Flip 3 coins. This attack does 10 damage times the number of heads. Damage: 10x 25/132 ★

**Erika's Clefable** 70 HP  
STAGE 1 (Evolves from Erika's Clefairy)  
W: ● R: ●-30 RC: ●●  
\* **Fairy Power** Flip a coin. If heads, you may return any number of your Pokémon in play and all cards attached to them to your hand.  
\* **Moon Impact** Damage: 30 3/132 ★



**Erika's Dratini** 40 HP  
Basic Pokémon  
W: — R: ●-30 RC: ●  
**Pokémon Power: Strange Barrier** Whenever an attack by a Basic Pokémon (including your own) does 20 or more damage to Erika's Dratini (after applying Weakness and Resistance), reduce that damage to 10. (Any other effects of attacks still happen.) This power stops working while Erika's Dratini is Asleep, Confused, or Paralyzed.  
\* **Tail Strike** Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. Damage: 10+ 42/132 ●

**Erika's Dragonair** 80 HP  
STAGE 1 (Evolves from Erika's Dratini)  
W: — R: ●-30 RC: ●●  
\* **Blizzard** Flip a coin. If heads, this attack does 10 damage to each of your opponent's Benched Pokémon. If tails, this attack does 10 damage to each of your own Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Damage: 30  
\* **Take Away** Shuffle Erika's Dragonair and all cards attached to it into your deck. Then, your opponent shuffles his or her Active Pokémon and all cards attached to it into his or her deck. 4/132 ★

**Erika's Dragonair** 80 HP  
STAGE 1 (Evolves from Erika's Dratini)  
W: — R: ●-30 RC: ●●  
\* **Blizzard** Flip a coin. If heads, this attack does 10 damage to each of your opponent's Benched Pokémon. If tails, this attack does 10 damage to each of your own Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Damage: 30  
\* **Take Away** Shuffle Erika's Dragonair and all cards attached to it into your deck. Then, your opponent shuffles his or her Active Pokémon and all cards attached to it into his or her deck. 4/132 ★

**Erika's Dragonair** 80 HP  
STAGE 1 (Evolves from Erika's Dratini)  
W: — R: ●-30 RC: ●●  
\* **Blizzard** Flip a coin. If heads, this attack does 10 damage to each of your opponent's Benched Pokémon. If tails, this attack does 10 damage to each of your own Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Damage: 30  
\* **Take Away** Shuffle Erika's Dragonair and all cards attached to it into your deck. Then, your opponent shuffles his or her Active Pokémon and all cards attached to it into his or her deck. 4/132 ★

**Erika's Jigglypuff** 50 HP  
Basic Pokémon  
W: ● R: ●-30 RC: ●  
\* **Group Therapy** You and your opponent remove 1 damage counter from each of your Pokémon with damage counters on them.  
\* **Pulled Punch** If the Defending Pokémon has no damage counters on it, this attack does 40 damage. If it has any damage counters on it, this attack does 10 damage. Damage: 40- 69/132 ●

**Farfetch'd** 50 HP  
Basic Pokémon  
W: ● R: ●-30 RC: ●  
\* **Leek Slap** Flip a coin. If tails, this attack does nothing. Either way, you can't use this attack again as long as Farfetch'd stays in play (even putting Farfetch'd on the Bench won't let you use it again). Damage: 30  
\* **Pot Smash** Damage: 30 27/102 ●, 40/130 ●

**Farfetch'd** 50 HP  
Basic Pokémon  
W: ● R: ●-30 RC: ●  
\* **Leek Slap** Flip a coin. If tails, this attack does nothing. Either way, you can't use this attack again as long as Farfetch'd stays in play (even putting Farfetch'd on the Bench won't let you use it again). Damage: 30  
\* **Pot Smash** Damage: 30 27/102 ●, 40/130 ●

**Giovanni's Meowth (LV. 12)** 40 HP  
Basic Pokémon  
W: ● R: ●-30 RC: ●  
\* **False Charity** Flip a coin. If heads, look at the top card of your opponent's deck. If it's a Trainer card, put it in your opponent's discard pile; otherwise, put it into his or her hand.  
\* **Double Scratch** Flip 2 coins. This attack does 20 damage times the number of heads. Damage: 20x 43/132 ●

**Giovanni's Meowth (LV. 17)** 50 HP  
Basic Pokémon  
W: ● R: ●-30 RC: ●●  
\* **Cat Fleas** Flip a coin. If heads, the Defending Pokémon is now Confused.  
\* **Cat Kick** Damage: 30 74/132 ●

**Giovanni's Persian** 60 HP  
STAGE 1 (Evolves from Giovanni's Meowth)  
W: ● R: ●-30 RC: —  
**Pokémon Power: Call the Boss** When you play Giovanni's Persian from your hand, you may search your deck for the Trainer card named Giovanni, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

**Giovanni's Persian** 60 HP  
STAGE 1 (Evolves from Giovanni's Meowth)  
W: ● R: ●-30 RC: —  
**Pokémon Power: Call the Boss** When you play Giovanni's Persian from your hand, you may search your deck for the Trainer card named Giovanni, show it to your opponent, and put it into your hand. Shuffle your deck afterward.  
\* **Ambush** Flip a coin. If heads, this attack does 20 damage plus 20 more damage; if tails, this attack does 20 damage. Damage: 20+ 8/132 ★

**Jigglypuff** 60 HP  
Basic Pokémon  
W: ● R: ●-30 RC: ●  
\* **Lullaby** The Defending Pokémon is now Asleep.  
\* **Pound** Damage: 20 54/64 ●, 77/130 ●

**Jigglypuff** 50 HP  
Basic Pokémon  
W: ● R: ●-30 RC: ●  
\* **First Aid** Remove 1 damage counter from Jigglypuff.  
\* **Double-edge** Jigglypuff does 20 damage to itself. Damage: 40 7 ★

**Wigglytuff** 80 HP  
STAGE 1 (Evolves from Jigglypuff)  
W: ● R: ●-30 RC: ●●  
\* **Lullaby** The Defending Pokémon is now Asleep.  
\* **Do the Wave** Does 10 damage plus 10 more damage for each of your Benched Pokémon. Damage: 10+ 16/64 ★, 32/64 ★, 19/130 ●

**Koga's Ditto** 40 HP  
Basic Pokémon  
W: ● R: ●-30 RC: ●  
\* **Giant Growth** Flip a coin. If heads, Koga's Ditto's maximum HP is now 80 and Koga's Ditto's Pound attack's base damage is 30 instead of 10. (Benching Koga's Ditto ends this effect.)  
\* **Pound** Damage: 10 10/132 ★

**Koga's Pidgey (LV. 9)** 40 HP  
Basic Pokémon  
W: ● R: ●-30 RC: ●  
\* **Messenger** Put Koga's Pidgey and all cards attached to it on top of your deck. Then search your deck for any Basic Pokémon or Evolution card not named Koga's Pidgey. Show that card to your opponent, then put it into your hand. Shuffle your deck afterward.  
\* **Wing Attack** Damage: 20 49/132 ●

**Koga's Pidgey (LV. 15)** 50 HP  
Basic Pokémon  
W: ● R: ●-30 RC: ●  
\* **Peck** Damage: 10  
\* **Sand-attack** If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. Damage: 20 80/132 ●

**Koga's Pidgeotto** 60 HP  
STAGE 1 (Evolves from Koga's Pidgey)  
W: ● R: ●-30 RC: —  
\* **Quick Turn** Flip 2 coins. This attack does 30 damage times the number of heads. Damage: 30x  
\* **Aerial Maneuvers** Flip a coin. If heads, this attack does 10 damage plus 30 more damage, and, during your opponent's next turn, prevent all effects of attacks, including damage, done to Koga's Pidgeotto. If tails, this attack does 10 damage. Damage: 10+ 27/132 ★

**Kangaskhan** 90 HP  
Basic Pokémon  
W: ● R: ●-30 RC: ●●●  
\* **Fetch** Draw a card.  
\* **Comet Punch** Flip 4 coins. This attack does 20 damage times the number of heads. Damage: 20x 5/64 ★, 21/64 ★, 26/130 ★

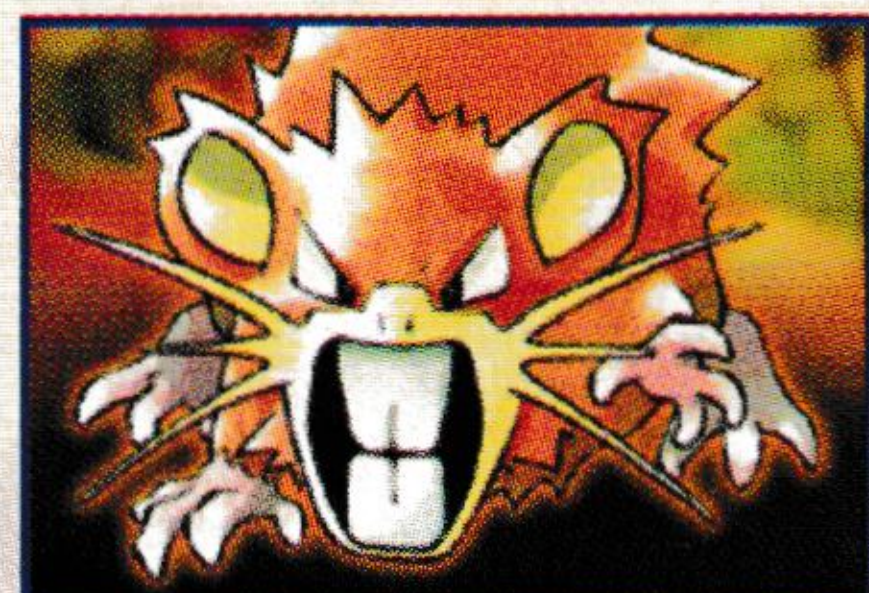
**Lickitung** 90 HP  
Basic Pokémon  
W: ● R: ●-30 RC: ●●●  
\* **Tongue Wrap** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10  
\* **Supersonic** Flip a coin. If heads, the Defending Pokémon is now Confused. 38/64 ●, 48/130 ●



**Lt. Surge's Eevee** 40 HP  
Basic Pokémon  
W: ● R: ●-30 RC: ●  
\* **Surprise** Look at a random card from your opponent's hand. Your opponent shuffles that card into his or her deck.  
\* **Scratch** Damage: 20 51/132 ●

**Lt. Surge's Rattata (LV. 7)** 30 HP  
Basic Pokémon  
W: ● R: ●-30 RC: —  
\* **Focus Energy** During your next turn, Lt. Surge's Rattata's Quick Attack's base damage is doubled.  
\* **Quick Attack** Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. Damage: 10+ 85/132 ●

**Lt. Surge's Rattata (LV. 10)** 40 HP  
Basic Pokémon  
W: ● R: ●-30 RC: ●  
\* **Focus Energy** During your next turn, Lt. Surge's Rattata's Gnaw attack's base damage is doubled.  
\* **Gnaw** Damage: 20 82/132 ●



**Lt. Surge's Raticate (LV. 32)** 70 HP  
STAGE 1 (Evolves from Lt. Surge's Rattata)  
W: ● R: ●-30 RC: ●  
\* **Super Fang** Does damage to the Defending Pokémon equal to half the Defending Pokémon's remaining HP (rounded up to the nearest 10). Damage: ? 51/132 ●

**Lt. Surge's Raticate (LV. 33)** 60 HP  
STAGE 1 (Evolves from Lt. Surge's Rattata)  
W: ● R: ●-30 RC: ●  
\* **Focus Energy** During your next turn, Lt. Surge's Raticate's Double-edge attack's damage (base damage and damage to itself) is doubled.  
\* **Double-edge** Lt. Surge's Raticate does 20 damage to itself. Damage: 40 53/132 ●

**Lt. Surge's Spearow (LV. 8)** 30 HP  
Basic Pokémon  
W: ● R: ●-30 RC: —  
\* **Drill Peck** Damage: 20 52/132 ●

**Lt. Surge's Spearow (LV. 17)** 50 HP  
Basic Pokémon  
W: ● R: ●-30 RC: —  
\* **Whirlwind** If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.) Damage: 10  
\* **Razor Wind** Flip a coin. If tails, this attack does nothing. Damage: 40 83/132 ●



### Lt. Surge's Fearow

STAGE 1 (Evolves from Lt. Surge's Spearow)  
W: ☉ R: ☉-30 RC: —  
☉☉ **Repeating Drill** Flip 5 coins. This attack does 10 damage times the number of heads. Damage: 10x  
☉☉☉ **Clutch** The Defending Pokémon can't retreat during your opponent's next turn. Damage: 30 7/132★

### Meowth

Basic Pokémon  
W: ☉ R: ☉-30 RC: ☉  
☉☉ **Pay Day** Flip a coin. If heads, draw a card. Damage: 10 56/64●☉, 80/130●☉

### Meowth

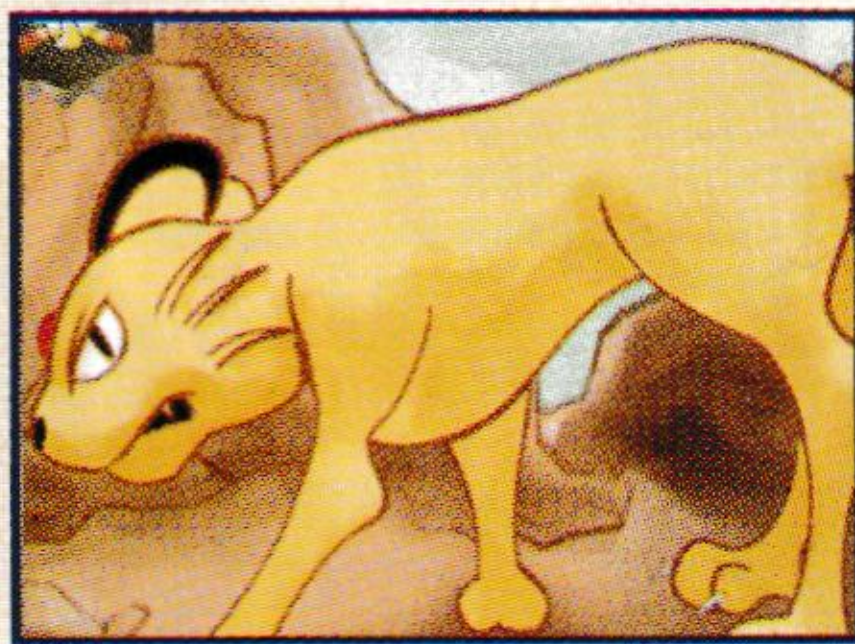
Basic Pokémon  
W: ☉ R: ☉-30 RC: ☉  
☉☉ **Coin Hurl** Choose 1 of your opponent's Pokémon and flip a coin. If heads, this attack does 20 damage to that Pokémon. Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.) 62/82●R

### Meowth

Basic Pokémon  
W: ☉ R: ☉-30 RC: ☉  
☉☉ **Cat Punch** Flip a coin. If heads, this attack does 20 damage. If tails and if your opponent has any Benched Pokémon, he or she chooses 1 of them and this attack does 20 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.) 10★

### Persian

STAGE 1 (Evolves from Meowth)  
W: ☉ R: ☉-30 RC: —  
☉☉ **Scratch** Damage: 20  
☉☉☉ **Pounce** If the Defending Pokémon attacks Persian during your opponent's next turn, any damage done by the attack is reduced by 10 (after applying Weakness and Resistance). (Benching either Pokémon ends this effect.) Damage: 30 42/64◆☉, 56/130◆☉



### Dark Persian

STAGE 1 (Evolves from Meowth)  
W: ☉ R: ☉-30 RC: —  
☉☉ **Fascinate** Flip a coin. If heads, choose 1 of your opponent's Benched Pokémon and switch it with the Defending Pokémon. This attack can't be used if your opponent has no Benched Pokémon.  
☉☉☉ **Poison Claws** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 10 42/82◆R

### Dark Persian

STAGE 1 (Evolves from Meowth)  
W: ☉ R: ☉-30 RC: —  
☉☉ **Tempt** If your opponent has any Benched Pokémon, flip a coin. If heads, choose 1 of your opponent's Benched Pokémon and switch it with the Defending Pokémon.  
☉☉☉ **Poison Claws** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 10 17★

### Pidgey

Basic Pokémon  
W: ☉ R: ☉-30 RC: ☉  
☉☉ **Whirlwind** If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.) Damage: 10 57/102●☉, 86/130●☉

### Pidgeotto

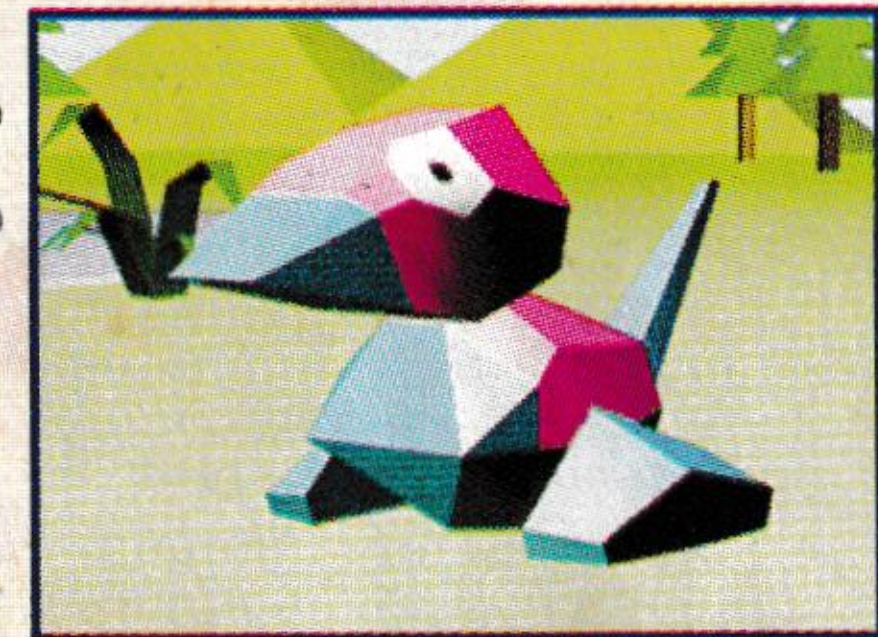
STAGE 1 (Evolves from Pidgey)  
W: ☉ R: ☉-30 RC: ☉  
☉☉☉ **Whirlwind** If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.) Damage: 20  
☉☉☉ **Mirror Move** If Pidgeotto was

70 HP

attacked last turn, do the final result of that attack on Pidgeotto to the Defending Pokémon. 22/102★☉, 28/130★☉

### Pidgeot

STAGE 2 (Evolves from Pidgeotto)  
W: ☉ R: ☉-30 RC: —  
☉☉☉ **Wing Attack** Damage: 20  
☉☉☉☉ **Hurricane** Unless this attack Knocks Out the Defending Pokémon, return the Defending Pokémon and all cards attached to it to your opponent's hand. Damage: 30 8/64★☉, 24/64★☉, 14/130★☉



### Porygon

Basic Pokémon  
W: ☉ R: ☉-30 RC: ☉  
☉☉ **Conversion 1** If the Defending Pokémon has a Weakness, you may change it to a type of your choice other than Colorless.  
☉☉☉ **Conversion 2** Change Porygon's Resistance to a type of your choice other than Colorless. 39/102◆☉

### Porygon

Basic Pokémon  
W: ☉ R: ☉-30 RC: —  
☉☉ **Conversion 1** If the Defending Pokémon has a Weakness, you may change it to a type of your choice other than Colorless.  
☉☉☉ **Psybeam** Flip a coin. If heads, the Defending Pokémon is now Confused. Damage: 20 48/82◆R

### Rattata

Basic Pokémon  
W: ☉ R: ☉-30 RC: —  
☉☉ **Bite** Damage: 20 61/102●☉, 89/130●☉

### Rattata

Basic Pokémon  
W: ☉ R: ☉-30 RC: —  
☉☉☉ **Pokémon Power: Trickery** Once during your turn (before your attack), you may switch 1 of your Prizes with the top card of your deck. You can't use this power if Rattata is Asleep, Confused, or Paralyzed.  
☉☉☉ **Quick Attack** Flip a coin. If heads, this attack does 10 damage plus 10 more damage; if tails, this attack does 10 damage. Damage: 10+ 66/82●R

### Raticate

STAGE 1 (Evolves from Rattata)  
W: ☉ R: ☉-30 RC: ☉  
☉☉☉ **Bite** Damage: 20  
☉☉☉☉ **Super Fang** Does damage to the Defending Pokémon equal to half the Defending Pokémon's remaining HP (rounded up to the nearest 10). Damage: ? 40/102◆☉, 58/130◆☉

### Dark Raticate

STAGE 1 (Evolves from Rattata)  
W: ☉ R: ☉-30 RC: ☉  
☉☉☉ **Gnaw** Damage: 20  
☉☉☉☉ **Hyper Fang** Flip a coin. If tails, this attack does nothing. Damage: 50 51/82●R

### Rocket's Snorlax

Basic Pokémon  
W: ☉ R: ☉-30 RC: ☉☉☉☉  
☉☉☉☉ **Pokémon Power: Restless Sleep** If your opponent's attack does damage to Rocket's Snorlax and Rocket's Snorlax is already Asleep (even if it's Knocked Out), this power does 20 damage to the attacking Pokémon.  
☉☉☉☉ **Collapse** Rocket's Snorlax is now Asleep (after doing damage). Damage: 20 33/132★☉

### Sabrina's Porygon

Basic Pokémon  
W: ☉ R: ☉-30 RC: ☉  
☉☉☉ **Sharp Point** Damage: 10  
☉☉☉☉ **Barrier Attack** All damage done by attacks to Sabrina's Porygon during your opponent's next turn is reduced by 10 (after applying Weakness and Resistance). Damage: 20 98/132●☉

### Snorlax

Basic Pokémon  
W: ☉ R: ☉-30 RC: ☉☉☉☉  
☉☉☉☉ **Pokémon Power: Thick Skinned** Snorlax can't become Asleep, Confused, Paralyzed, or Poisoned. This power stops working while Snorlax is already Asleep, Confused, or Paralyzed.  
☉☉☉☉☉ **Body Slam** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 30 11/64★☉, 27/64★☉, 30/130★☉

### Spearow

Basic Pokémon  
W: ☉ R: ☉-30 RC: —  
☉☉☉ **Peck** Damage: 10  
☉☉☉☉ **Mirror Move** If Spearow was attacked last turn, do the final result of that attack on Spearow to the Defending Pokémon. 62/64●☉, 92/130●☉

### Fearow

STAGE 1 (Evolves from Spearow)  
W: ☉ R: ☉-30 RC: —  
☉☉☉☉ **Agility** Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Fearow. Damage: 20  
☉☉☉☉☉ **Drill Peck** Damage: 40 36/64◆☉, 41/130◆☉

### Tauros

Basic Pokémon  
W: ☉ R: ☉-30 RC: ☉☉  
☉☉☉ **Stomp** Flip a coin. If heads, this attack does 20 damage plus 10 more damage; if tails, this attack does 20 damage. Damage: 20+  
☉☉☉☉ **Rampage** Does 20 damage plus 10 more damage for each damage counter on Tauros. Flip a coin. If tails, Tauros is now Confused (after doing damage). Damage: 20+ 47/64◆☉, 62/130◆☉

### Team Rocket's Meowth

Basic Pokémon  
W: ☉ R: ☉-30 RC: ☉  
☉☉☉☉ **Miraculous Comeback** Flip a number of coins equal to the total number of Pokémon in play. This attack does 10 damage times the number of heads. Then, Team Rocket's Meowth does 10 damage times the number of tails to itself. Damage: 10x 18★



### Togepi

Basic Pokémon  
W: ☉ R: ☉-30 RC: ☉☉  
☉☉☉ **Snivel** If the Defending Pokémon attacks Togepi during your opponent's next turn, any damage done to Togepi is reduced by 20 (after applying Weakness and Resistance). (Benching either Pokémon ends this effect.)  
☉☉☉☉ **Mini-Metronome** Flip a coin. If heads, choose 1 of the Defending Pokémon's attacks. Mini-Metronome copies that attack except for its Energy cost. (You must still do anything else in order to use that attack.) (No matter what type the Defending Pokémon is, Togepi's type is still ☉.) Togepi performs that attack. 30★



### Aerodactyl

STAGE 1 (Evolves from Mysterious Fossil)  
W: ☉ R: ☉-30 RC: ☉☉  
☉☉☉☉ **Pokémon Power: Prehistoric Power** No more Evolution cards can be played. This power stops working while Aerodactyl is Asleep, Confused, or Paralyzed.  
☉☉☉☉☉ **Wing Attack** Damage: 30 1/62★☉, 16/62★☉

### Blaine's Mankey

Basic Pokémon  
W: ☉ R: — RC: —  
☉☉☉ **Pranks** Flip a coin. If heads, choose a card from your opponent's discard pile and put it on top of his or her deck.  
☉☉☉☉ **Fury Swipes** Flip 3 coins. This attack does 10 damage times the number of heads. Damage: 10x 63/132●☉

### Blaine's Rhyhorn

Basic Pokémon  
W: ☉ R: ☉-30 RC: ☉☉  
☉☉☉☉ **Horn Charge** Flip a coin. If tails, this attack does nothing. Damage: 30  
☉☉☉☉☉ **Overrun** Flip a coin. If heads and if your opponent has any Benched Pokémon, choose 1 of them and this attack does 20 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.) Damage: 20 65/132●☉



### Brock's Diglett

Basic Pokémon  
W: ☉ R: ☉-30 RC: ☉  
☉☉☉☉ **Surprise Attack** Flip a coin. If tails, this attack does nothing. Damage: 20  
☉☉☉☉☉ **Tremor** Does 10 damage to each of your own Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Damage: 40 67/132●☉

### Brock's Dugtrio

STAGE 1 (Evolves from Brock's Diglett)  
W: ☉ R: ☉-30 RC: ☉  
☉☉☉☉☉ **Lie Low** All damage done to Brock's Dugtrio during your opponent's next turn is reduced by 20 (after applying Weakness and Resistance).  
☉☉☉☉☉☉ **Earthdrill** This attack can't be used unless Brock's Dugtrio used its Lie Low attack last turn. Damage: 60 22/132★☉

### Brock's Geodude (LV. 13)

Basic Pokémon  
W: ☉ R: — RC: ☉  
☉☉☉☉ **Call for Friend** Flip a coin. If heads, you may search your deck for a Basic Pokémon card with Brock in its name and put it onto your Bench. Shuffle your deck afterward. (You can't use this attack if your Bench is full.)  
☉☉☉☉☉ **Hook Shot** Don't apply Resistance for this attack. (Any other effects that would happen after applying Resistance still happen.) Damage: 20 66/132●☉

### Brock's Geodude (LV. 15)

Basic Pokémon  
W: ☉ R: — RC: ☉  
☉☉☉☉☉ **Rock Toss** Flip 3 coins. This attack does 10 damage times the number of heads. Damage: 10x 68/132●☉

### Brock's Geodude (LV. 17)

Basic Pokémon  
W: ☉ R: — RC: ☉  
☉☉☉☉☉☉ **Tackle** Damage: 10  
☉☉☉☉☉☉☉ **Lucky Shot** Choose 1 of your opponent's Benched Pokémon and flip a coin. If heads, this attack does 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) This attack can't be used if your opponent has no Benched Pokémon. 38/132◆☉

### Brock's Graveler (LV. 30)

STAGE 1 (Evolves from Brock's Geodude)  
W: ☉ R: — RC: ☉☉  
☉☉☉☉☉☉☉ **Rock Toss** Flip 3 coins. This attack does 20 damage times the number of heads. Damage: 20x 40/132◆☉

### Brock's Graveler (LV. 32)

STAGE 1 (Evolves from Brock's Geodude)  
W: ☉ R: — RC: ☉☉  
☉☉☉☉☉☉☉☉ **Tackle** Damage: 20  
☉☉☉☉☉☉☉☉☉ **Detonate** Does 10 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Brock's Graveler does 50 damage to itself. If there is a Stadium card in play, discard it. Damage: 50 34/132◆☉



### Brock's Golem

STAGE 2 (Evolves from Brock's Graveler)  
W: ● R: — RC: ●●●●●  
●●●●● **Rock Slide** If your opponent has any Benched Pokémon, choose up to 3 of them. This attack does 10 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.) Damage: 20  
●●●●● **Fissure** Damage: 50

20/132★

### Brock's Mankey (LV. 10)

Basic Pokémon  
W: ● R: — RC: —  
● **Taunt** If your opponent has any Benched Pokémon, choose 1 of them and switch it with the Defending Pokémon.  
● **Light Kick** Damage: 10

67/132●

### Brock's Mankey (LV. 12)

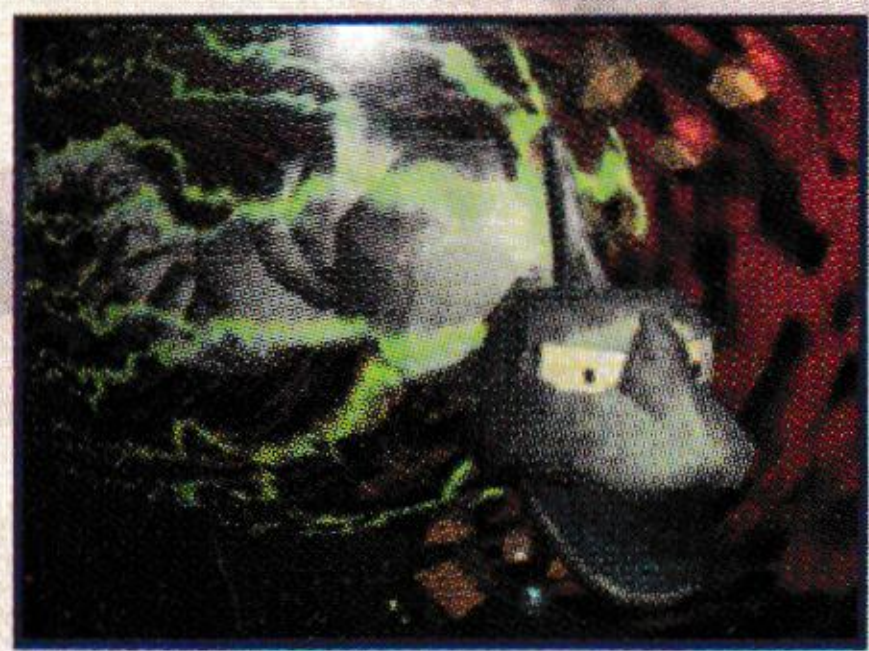
Basic Pokémon  
W: ● R: — RC: —  
● **Fidget** Shuffle your deck.  
●● **Karate Chop** Does 40 damage minus 10 damage for each damage counter on Brock's Mankey. Damage: 40-68/132●

40 HP

### Brock's Primeape

STAGE 1 (Evolves from Brock's Mankey)  
W: ● R: — RC: ●  
**Pokémon Power: Scram** If Brock's Primeape ever has exactly 10 HP left, shuffle it and all cards attached to it into your deck. This power stops working while Brock's Primeape is Asleep, Confused, or Paralyzed.  
●●●● **Mega Thrash** Brock's Primeape does 20 damage to itself. If there is a Stadium card in play, discard it. Damage: 60

35/132◆



### Brock's Onix (LV. 30)

Basic Pokémon  
W: ● R: — RC: ●●●  
●● **Bind** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 20  
●●●● **Tunneling** If your opponent has any Benched Pokémon, choose up to 2 of them. This attack does 20 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.) Brock's Onix can't attack during your next turn.

21/132★

### Brock's Onix (LV. 41)

Basic Pokémon  
W: ● R: — RC: ●●●●  
● **Bellow** Flip a coin. If heads, the Defending Pokémon is now Paralyzed.  
●●●● **Rock Throw** Damage: 30

69/132●



### Brock's Rhyhorn (LV. 25)

Basic Pokémon  
W: ● R: ●-30 RC: ●●●  
●● **Horn Toss** If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.) Damage: 20  
●●● **Take Down** Brock's Rhyhorn does 10 damage to itself. Damage: 40

22/132★

### Brock's Rhyhorn (LV. 29)

Basic Pokémon  
W: ● R: ●-30 RC: ●●●●  
●● **Drill Tackle** Flip 2 coins. If 1 or both of them are tails, this attack does nothing. Damage: 70

70/132●

### Brock's Rhydon

STAGE 1 (Evolves from Brock's Rhyhorn)  
W: ● R: ●-30 RC: ●●●●  
**Pokémon Power: Bench Guard** As long as Brock's Rhydon is Benched, whenever 1 of your Benched Pokémon is damaged, you may do 10 of that damage to Brock's Rhydon instead. (If more than 1 of your Benched Pokémon is damaged at the same time, you may use this power once for each of them.)  
●●●● **Lariat** Flip a coin. If tails, this attack does nothing. Damage: 70

2/132★

### Brock's Sandshrew (LV. 13)

Basic Pokémon  
W: ● R: ●-30 RC: ●  
● **Defense Curl** Flip a coin. If heads, prevent all damage done to Brock's Sandshrew during your opponent's next turn. (Any other effects of attacks still happen.)  
●● **Rolling Attack** Damage: 20

71/132●

### Brock's Sandshrew (LV. 20)

Basic Pokémon  
W: ● R: ●-30 RC: ●  
● **Sand Pit** The Defending Pokémon can't retreat during your opponent's next turn. Damage: 20

72/132●

### Brock's Sandslash (LV. 26)

STAGE 1 (Evolves from Brock's Sandshrew)  
W: ● R: ●-30 RC: ●  
●● **Needles** Flip a coin. If heads, the Defending Pokémon is now Paralyzed and Poisoned. Damage: 10  
●● **Sandstorm** If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. Damage: 20

23/132★

### Brock's Sandslash (LV. 34)

STAGE 1 (Evolves from Brock's Sandshrew)  
W: ● R: ●-30 RC: ●  
●● **Swift** This attack's damage isn't affected by Weakness, Resistance, Pokémon Powers, or any other effects on the Defending Pokémon. Damage: 20  
●● **Needle Ball** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 30

36/132◆

### Cubone

Basic Pokémon  
W: ● R: ●-30 RC: ●  
● **Snivel** If the Defending Pokémon attacks Cubone during your opponent's next turn, any damage done by the attack is reduced by 20 (after applying Weakness and Resistance). (Benching either Pokémon ends this effect.)  
●● **Rage** Does 10 damage plus 10 more damage for each damage counter on Cubone. Damage: 10+ 50/64●

70/130●

### Marowak

STAGE 1 (Evolves from Cubone)  
W: ● R: ●-30 RC: ●  
●● **Bonemerang** Flip 2 coins. This attack does 30 damage times the number of heads. Damage: 30x  
●●● **Call for Friend** Search your deck for a ● Basic Pokémon card and put it onto your Bench. Shuffle your deck afterward. (You can't use this attack if your Bench is full.)

39/64◆

### Diglett

Basic Pokémon  
W: ● R: ●-30 RC: —  
● **Dig** Damage: 10  
●● **Mud Slap** Damage: 30

47/102●

### Diglett

Basic Pokémon  
W: ● R: ●-30 RC: —  
● **Dig Under** Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.)  
●● **Scratch** Damage: 20

52/82●

### Dugtrio

STAGE 1 (Evolves from Diglett)  
W: ● R: ●-30 RC: ●●  
●●● **Slash** Damage: 40  
●●●● **Earthquake** Does 10 damage to each of your own Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Damage: 70

19/102★

### Dark Dugtrio

STAGE 1 (Evolves from Diglett)  
W: ● R: ●-30 RC: ●●●  
**Pokémon Power: Sinkhole** Whenever your opponent's Active Pokémon retreats, your opponent flips a coin. If tails, this power does 20 damage to that Pokémon. (Don't apply Weakness and Resistance.) This power stops working while Dark Dugtrio is Asleep, Confused, or Paralyzed.  
●● **Knock Down** Your opponent flips a coin. If tails, this attack does 20 damage plus 20 more damage; if heads, this attack does 20 damage. Damage: 20+

6/82★



### Geodude

Basic Pokémon  
W: ● R: — RC: ●  
●● **Stone Barrage** Flip a coin until you get tails. This attack does 10 damage times the number of heads. Damage: 10x 47/62●

50 HP

### Graveler

STAGE 1 (Evolves from Geodude)  
W: ● R: — RC: ●●  
●● **Harden** During your opponent's next turn, whenever 30 or less damage is done to Graveler (after applying Weakness and Resistance), prevent that damage. (Any other effects of attacks still happen.)  
●●● **Rock Throw** Damage: 40

60 HP

### Golem

STAGE 2 (Evolves from Graveler)  
W: ● R: — RC: ●●●●  
●●●● **Avalanche** Damage: 60  
●●●● **Selfdestruct** Does 20 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Golem does 100 damage to itself. Damage: 100

80 HP

### Giovanni's Machop

Basic Pokémon  
W: ● R: — RC: ●  
● **Chop** Damage: 10  
●● **Fury Punch** Flip a coin. If heads, this attack does 20 damage times the number of damage counters on Giovanni's Machop. Damage: 20x

50 HP

### Giovanni's Machoke

STAGE 1 (Evolves from Giovanni's Machop)  
W: ● R: — RC: ●●  
● **Risky Attack** Flip a coin. If tails, this attack does no damage to the Defending Pokémon and Giovanni's Machoke does 100 damage to itself. Damage: 60  
●● **Headlock** Flip a coin. If heads, this attack does 20 damage plus 20 more damage and the Defending Pokémon is now Paralyzed. If tails, this attack does 20 damage. Damage: 20+

80 HP

### Giovanni's Machamp

STAGE 2 (Evolves from Giovanni's Machoke)  
W: ● R: — RC: ●●●  
**Pokémon Power: Fortitude** If Giovanni's Machamp would be Knocked Out by an opponent's attack, flip a coin. If heads, Giovanni's Machamp is not Knocked Out and its remaining HP become 10 instead. This power can't be used if Giovanni's Machamp is already Asleep, Confused, or Paralyzed.  
●●●● **Hurricane Punch** Flip 4 coins. This attack does 30 damage times the number of heads. Damage: 30x

100 HP

### Hitmonchan

Basic Pokémon  
W: ● R: — RC: ●●  
● **Jab** Damage: 20  
●●● **Special Punch** Damage: 40

70 HP

### Hitmonlee

Basic Pokémon  
W: ● R: — RC: ●  
●● **Stretch Kick** If your opponent has any Benched Pokémon, choose 1 of them and this attack does 20 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.)  
●●● **High Jump Kick** Damage: 50

7/62★

### Kabuto

STAGE 1 (Evolves from Mysterious Fossil)  
W: ● R: — RC: ●  
**Pokémon Power: Kabuto Armor** Whenever an attack (even your own) does damage to Kabuto (after applying Weakness and Resistance), that attack only does half the damage to Kabuto (rounded down to the nearest 10). (Any other effects of attacks still happen.) This power stops working while Kabuto is Asleep, Confused, or Paralyzed.  
● **Scratch** Damage: 10

30 HP

### Kabutops

STAGE 2 (Evolves from Kabuto)  
W: ● R: — RC: ●  
●● **Sharp Sickle** Damage: 30  
●●●● **Absorb** Remove a number of damage counters from Kabutops equal to half the damage done to the Defending Pokémon (after applying Weakness and Resistance) (rounded up to the nearest 10). If Kabutops has fewer damage counters than that, remove all of them. Damage: 40

60 HP

### Machop

Basic Pokémon  
W: ● R: — RC: ●  
● **Low Kick** Damage: 20

50 HP

### Machop

Basic Pokémon  
W: ● R: — RC: ●  
●● **Punch** Damage: 20  
●●● **Kick** Damage: 30

50 HP

### Machoke

STAGE 1 (Evolves from Machop)  
W: ● R: — RC: ●●●  
●●● **Karate Chop** Does 50 damage minus 10 damage for each damage counter on Machoke. Damage: 50-  
●●●● **Submission** Machoke does 20 damage to itself. Damage: 60

80 HP



### Machamp

STAGE 2 (Evolves from Machoke)  
W: ● R: — RC: ●●●●  
**Pokémon Power: Strikes Back** Whenever your opponent's attack damages Machamp (even if Machamp is Knocked Out), this power does 10 damage to the attacking Pokémon. (Don't apply Weakness and Resistance.) This power can't be used if Machamp is already Asleep, Confused, or Paralyzed when your opponent attacks.  
●●●● **Seismic Toss** Damage: 60

100 HP

### Dark Machoke

STAGE 1 (Evolves from Machop)  
W: ● R: — RC: ●●●  
●●● **Drag Off** Before doing damage, choose 1 of your opponent's Benched Pokémon and switch it with the Defending Pokémon. Do the damage to the new Defending Pokémon. This attack can't be used if your opponent has no Benched Pokémon. Damage: 20  
●●● **Knock Back** If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.) Damage: 30

60 HP



### Dark Machop

STAGE 2 (Evolves from Dark Machoke)

W: ● R: — RC: ●●●

●●● **Mega Punch** Damage: 30

●●●● **Fling** Your opponent shuffles his or her Active Pokémon and all cards attached to it into his or her deck. This attack can't be used if your opponent has no Benched Pokémon. 10/82★ R, 27/82★ R



### Mankey

Basic Pokémon

W: ● R: — RC: —

●●● **Pokémon Power: Peek** Once during your turn (before your attack), you may look at one of the following: the top card of either player's deck, a random card from your opponent's hand, or one of either player's Prizes. This power can't be used if Mankey is Asleep, Confused, or Paralyzed.

● **Scratch** Damage: 10 55/64●

### Mankey

Basic Pokémon

W: ● R: — RC: —

● **Mischief** Shuffle your opponent's deck.

●● **Anger** Flip a coin. If heads, this attack does 20 damage plus 20 more damage; if tails, this attack does 20 damage. Damage: 20+

61/82● R

### Primeape

STAGE 1 (Evolves from Mankey)

W: ● R: — RC: ●

●●● **Fury Swipes** Flip 3 coins. This attack does 20 damage times the number of heads. Damage: 20x

●●● **Tantrum** Flip a coin. If tails, Primeape is now Confused (after doing damage). Damage: 50 43/64●

### Dark Primeape

STAGE 1 (Evolves from Mankey)

W: ● R: — RC: ●

●●● **Pokémon Power: Frenzy** If Dark Primeape does any damage while it's Confused (even to itself), it does 30 more damage.

●●● **Frenzied Attack** Dark Primeape is now Confused (after doing damage). Damage: 40 43/82● R

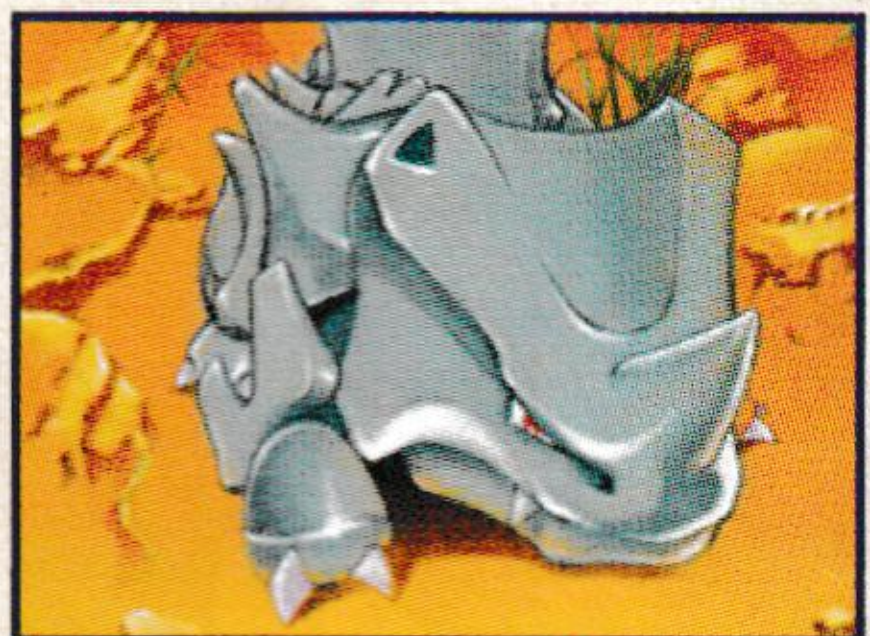
### Onix

Basic Pokémon

W: ● R: — RC: ●●●

● **Rock Throw** Damage: 10

●● **Harden** During your opponent's next turn, whenever 30 or less damage is done to Onix (after applying Weakness and Resistance), prevent that damage. (Any other effects of attacks still happen.) 56/102●, 84/130●



### Rhyhorn

Basic Pokémon

W: ● R: — RC: ●●●

● **Leer** Flip a coin. If heads, the Defending Pokémon can't attack Rhyhorn during your opponent's next turn. (Benching either Pokémon ends this effect.)

●●● **Horn Attack** Damage: 30 61/64●, 90/130●

### Rhydon

STAGE 1 (Evolves from Rhyhorn)

W: ● R: — RC: ●●●

●●● **Horn Attack** Damage: 30

●●●● **Ram** Rhydon does 20 damage to itself. If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. 2/132★

70 HP

(Do the damage before switching the Pokémon. Switch the Pokémon even if Rhydon is Knocked Out.) Damage: 50 45/64●, 59/130●

### Rocket's Hitmonchan

Basic Pokémon

W: ● R: — RC: ●

●● **Crosscounter** If an attack does damage to Rocket's Hitmonchan during your opponent's next turn (even if Rocket's Hitmonchan is Knocked Out), flip a coin. If heads, Rocket's Hitmonchan attacks your opponent's Active Pokémon for double that amount of damage. (If Rocket's Hitmonchan takes 20 damage, it does 40 damage to that Pokémon.)

●●● **Magnum Punch** Damage: 50 11/132★

### Sandshrew

Basic Pokémon

W: ● R: — RC: ●

●● **Sand-attack** If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. Damage: 10 62/102●, 91/130●



### Sandslash

STAGE 1 (Evolves from Sandshrew)

W: ● R: — RC: ●

●● **Slash** Damage: 20

●●● **Fury Swipes** Flip 3 coins. This attack does 20 damage times the number of heads. Damage: 20x 41/62●



### Blaine's Charmander (LV. 16)

Basic Pokémon

W: ● R: — RC: ●

● **Kindle** Discard 1 Energy card attached to Blaine's Charmander in order to use this attack. If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it. Damage: 10

●● **Slash** Damage: 20 61/132●

### Blaine's Charmander (LV. 18)

Basic Pokémon

W: ● R: — RC: ●

● **Fire Tail Slap** Use this attack only if there are any ● Energy cards attached to Blaine's Charmander. Flip a coin. If tails, discard 1 of those cards. Damage: 20 60/132●

### Blaine's Charmeleon

STAGE 1 (Evolves from Blaine's Charmander)

W: ● R: — RC: ●●

●● **Fire Claws** Damage: 30

●●● **Bonfire** Flip 3 coins. For each heads, discard 1 ● Energy card attached to Blaine's Charmeleon. If you can't discard Energy cards, this attack does nothing. This attack does 10 damage times the number of heads to each of your opponent's Pokémon. Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.) 31/132●

### Blaine's Charizard

STAGE 2 (Evolves from Blaine's Charmeleon)

W: ● R: — RC: ●●●

● **Roaring Flames** Discard all ● Energy cards but 1 attached to Blaine's Charizard. If all Energy cards attached to Blaine's Charizard provide 2 ● Energy, discard all of them. This attack does 20 damage plus 20 more damage for each ● Energy discarded in this way. Damage: 20+

●● **Flame Jet** Flip a coin. If heads, choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon. Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.) 2/132★

### Blaine's Growlithe (LV. 15)

Basic Pokémon

W: ● R: — RC: ●

●● **Blaze** Does 10 damage to each ● Pokémon on your opponent's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Damage: 20 62/132●

### Blaine's Growlithe (LV. 17)

Basic Pokémon

W: ● R: — RC: ●

● **Shake** If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.) Damage: 10

●● **Fire Tackle** Blaine's Growlithe does 10 damage to itself. Damage: 30 35/132●

### Blaine's Growlithe (LV. 20)

Basic Pokémon

W: ● R: — RC: ●

● **Stoke** Search your deck for a ● Energy card and attach it to Blaine's Growlithe. Shuffle your deck afterward.

●●● **Body Slam** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 20 62/132●

### Blaine's Arcanine

STAGE 1 (Evolves from Blaine's Growlithe)

W: ● R: — RC: ●●●

●●● **Heat Tackle** Blaine's Arcanine does 10 damage to itself. Damage: 40

●●●● **Firestorm** Discard 3 ● Energy cards attached to Blaine's Arcanine in order to use this attack. Damage: 120 1/132★

### Blaine's Magmar

Basic Pokémon

W: ● R: — RC: ●●

● **Firebreathing** Flip a coin. If heads, this attack does 10 damage plus 10 more damage; if tails, this attack does 10 damage. Damage: 10+

●●● **Lava Burst** Discard the top 5 cards of your deck. (If there are fewer than 5 cards in your deck, discard all of them.) This attack does 20 damage for each ● Energy card you discarded in this way. Damage: 20x 37/132●

### Blaine's Moltres

Basic Pokémon

W: — R: — RC: ●●●

●●●● **Phoenix Flame** Flip a coin. If tails, shuffle Blaine's Moltres and all cards attached to it into your deck (after doing damage). Damage: 90 1/132★

### Blaine's Ponyta (LV. 11)

Basic Pokémon

W: ● R: — RC: —

●● **Agility** Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Blaine's Ponyta. Damage: 20 63/132●



### Blaine's Ponyta (LV. 13)

Basic Pokémon

W: ● R: — RC: ●

●● **Hind Kick** If you have any Benched Pokémon, flip a coin. If heads, switch Blaine's Ponyta with 1 of your Benched Pokémon. Damage: 20 64/132●

### Blaine's Rapidash

STAGE 1 (Evolves from Blaine's Ponyta)

W: ● R: — RC: —

● **Fire Mane** Damage: 20

●●● **Stamp** Flip a coin. If heads, this attack does 30 damage plus 10 more damage (to the Defending Pokémon) and 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) If tails, this attack does 30 damage (to the Defending Pokémon). Damage: 30+ 33/132●

50 HP

### Blaine's Vulpix (LV. 9)

Basic Pokémon

W: ● R: — RC: ●

●●● **Pokémon Power: Natural Healing** Once during your turn (before your attack), you may remove 1 damage counter from Blaine's Vulpix. This power can't be used if Blaine's Vulpix is Asleep, Confused, or Paralyzed.

●●● **Tail Fan** Flip a coin. If heads, the Defending Pokémon is now Confused. Damage: 20 65/132●

### Blaine's Vulpix (LV. 18)

Basic Pokémon

W: ● R: — RC: ●

● **Bite** Damage: 10

●● **Call Will-o'-the-wisp** Flip 3 coins. For each heads, if you have a ● Energy card in your discard pile, put it into your hand. 66/132●



### Blaine's Ninetales

STAGE 1 (Evolves from Blaine's Vulpix)

W: ● R: — RC: ●●

●●● **Pokémon Power: Healing Fire** Whenever you attach a ● Energy card from your hand to Blaine's Ninetales, remove 1 damage counter from it, if it has any. This power stops working while Blaine's Ninetales is Asleep, Confused, or Paralyzed.

●● **Burn Up** Flip a coin. If tails, discard all ● Energy cards attached to Blaine's Ninetales. Damage: 50 21/132★

### Brock's Vulpix (LV. 10)

Basic Pokémon

W: ● R: — RC: ●

● **Flame** Damage: 20

●● **Quick Attack** Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. Damage: 10+ 73/132●

### Brock's Vulpix (LV. 16)

Basic Pokémon

W: ● R: — RC: ●

● **Hypnotic Gaze** The Defending Pokémon is now Asleep.

●● **Fire Ring** If your opponent has any Benched Pokémon, choose 1 of them and this attack does 10 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.) Damage: 20 37/132●

### Brock's Ninetales

STAGE 1 (Evolves from Brock's Vulpix)

W: ● R: — RC: ●

●●● **Pokémon Power: Shapeshift** Once during your turn (before your attack), you may attach an Evolution card from your hand to Brock's Ninetales. (This doesn't count as evolving Brock's Ninetales.) Treat Brock's Ninetales as if it were that Pokémon instead. It can't evolve, devolve, or use the Pokémon Power of that Pokémon. During your turn, you may discard the Evolution card attached to Brock's Ninetales. This power can't be used if Brock's Ninetales is Asleep, Confused, or Paralyzed. If Brock's Ninetales becomes Asleep, Confused, or Paralyzed, discard all Evolution cards attached to it.

●● **Will-o'-the-wisp** Damage: 30 3/132★

### Rocket's Moltres

Basic Pokémon

W: — R: — RC: ●●

●●● **Pokémon Power: Rebirth** When Rocket's Moltres is Knocked Out, you may return it to your hand after discarding it. This power can't be used if Rocket's Moltres is Asleep, Confused, or Paralyzed when it is Knocked Out.

●●● **Fire Wall** If an attack does damage to Rocket's Moltres during your opponent's next turn (even if Rocket's Moltres is Knocked Out), Rocket's Moltres attacks your opponent's Active Pokémon for 10 damage. (Apply Weakness and Resistance.) Damage: 40 12/132★



### Charmander

Basic Pokémon

W: ♣

R: —

50 HP

RC: ♣

♣ **Scratch** Damage: 10  
 ♣ **Ember** Discard 1 ♣ Energy card attached to Charmander in order to use this attack. Damage: 30

46/102 ♣, 69/130 ♣



### Charmander

Basic Pokémon

W: ♣

R: —

40 HP

RC: ♣

**Pokémon Power: Gather Fire** Once during your turn (before your attack), you may take 1 ♣ Energy card attached to 1 of your other Pokémon and attach it to Charmander. This power can't be used if Charmander is Asleep, Confused, or Paralyzed.

♣ **Fire Tail** Damage: 20

50/82 ♣ R

### Charmeleon

STAGE 1 (Evolves from Charmander)

W: ♣

R: —

80 HP

RC: ♣

♣ **Slash** Damage: 30  
 ♣ **Flamethrower** Discard 1 ♣ Energy card attached to Charmeleon in order to use this attack. Damage: 50

24/102 ♣, 35/130 ♣



### Charizard

STAGE 2 (Evolves from Charmeleon)

W: ♣

R: ♣-30

120 HP

RC: ♣♣

**Pokémon Power: Energy Burn** As often as you like during your turn (before your attack), you may turn all Energy attached to Charizard into ♣ Energy for the rest of the turn. This power can't be used if Charizard is Asleep, Confused, or Paralyzed.

♣ **Fire Spin** Discard 2 Energy cards attached to Charizard in order to use this attack. Damage: 100

4/102 ♣, 4/130 ♣

### Dark Charmeleon

STAGE 1 (Evolves from Charmander)

W: ♣

R: —

50 HP

RC: ♣♣

♣ **Tail Slap** Damage: 20  
 ♣ **Fireball** Use this attack only if there are any ♣ Energy cards attached to Dark Charmeleon. Flip a coin. If heads, discard 1 of those Energy cards. If tails, this attack does nothing (not even damage). Damage: 70

32/82 ♣ R

### Dark Charizard

STAGE 2 (Evolves from Dark Charmeleon)

W: ♣

R: ♣-30

80 HP

RC: ♣♣

♣ **Nail Flick** Damage: 10  
 ♣ **Continuous Fireball** Flip a number of coins equal to the number of ♣ Energy cards attached to Dark Charizard. This attack does 50 damage times the number of heads. Discard a number of ♣ Energy cards attached to Dark Charizard equal to the number of heads. Damage: 50x

4/82 ♣ R, 21/82 ♣ R

### Dark Flareon

STAGE 1 (Evolves from Eevee)

W: ♣

R: —

50 HP

RC: ♣

♣ **Rage** Does 10 damage plus 10 more damage for each damage counter on Dark Flareon. Damage: 10+

♣ **Playing with Fire** Use this attack only if there are any ♣ Energy cards attached to Dark Flareon. Flip a coin. If heads, discard 1 of those Energy cards and this attack does 30 damage plus 20 more damage; if tails, this attack does 30 damage. Damage: 30+

35/82 ♣ R

### Flareon

STAGE 1 (Evolves from Eevee)

W: ♣

R: —

70 HP

RC: ♣

♣ **Quick Attack** Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. Damage: 10+

♣ **Flamethrower** Discard 1 ♣ Energy card attached to Flareon in order to use this attack. Damage: 60

3/64 ♣, 19/64 ♣

### Growlithe

Basic Pokémon

W: ♣

R: —

60 HP

RC: ♣

♣ **Flare** Damage: 20

28/102 ♣, 42/130 ♣

### Arcanine

STAGE 1 (Evolves from Growlithe)

W: ♣

R: —

100 HP

RC: ♣♣

♣ **Flamethrower** Discard 1 ♣ Energy card attached to Arcanine in order to use this attack. Damage: 50

♣ **Take Down** Arcanine does 30 damage to itself. Damage: 80

23/102 ♣, 33/130 ♣

### Arcanine

STAGE 1 (Evolves from Growlithe)

W: ♣

R: —

70 HP

RC: ♣

♣ **Quick Attack** Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. Damage: 10+

♣ **Flames of Rage** Discard 2 ♣ Energy cards attached to Arcanine in order to use this attack. This attack does 40 damage plus 10 more damage for each damage counter on Arcanine. Damage: 40+

6 ♣

### Magmar

Basic Pokémon

W: ♣

R: —

50 HP

RC: ♣♣

♣ **Fire Punch** Damage: 30

♣ **Flamethrower** Discard 1 ♣ Energy card attached to Magmar in order to use this attack. Damage: 50

36/102 ♣, 51/130 ♣

### Magmar

Basic Pokémon

W: ♣

R: —

70 HP

RC: ♣

♣ **Smokescreen** If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. Damage: 10

♣ **Smog** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 20

39/62 ♣

### Moltres

Basic Pokémon

W: —

R: ♣-30

70 HP

RC: ♣♣

♣ **Wildfire** You may discard any number of ♣ Energy cards attached to Moltres when you use this attack. If you do, discard that many cards from the top of your opponent's deck.

♣ **Dive Bomb** Flip a coin. If tails, this attack does nothing. Damage: 80

12/62 ♣, 27/62 ♣

### Moltres

Basic Pokémon

W: —

R: ♣-30

70 HP

RC: ♣

♣ **Hyper Flame** Flip a coin. If heads, discard 1 ♣ Energy card attached to Moltres. If tails, discard all Energy cards attached to Moltres. If you can't discard Energy cards, this attack does nothing. Damage: 60

21 ♣



### Ponyta

Basic Pokémon

W: ♣

R: —

40 HP

RC: ♣

♣ **Smash Kick** Damage: 20

♣ **Flame Tail** Damage: 30

60/102 ♣

### Ponyta

Basic Pokémon

W: ♣

R: —

50 HP

RC: ♣

♣ **Ember** Discard 1 ♣ Energy card attached to Ponyta in order to use this attack. Damage: 30

64/82 ♣ R

### Rapidash

STAGE 1 (Evolves from Ponyta)

W: ♣

R: —

70 HP

RC: —

♣ **Stomp** Flip a coin. If heads, this attack does 20 damage plus 10 more damage; if tails, this attack does 20 damage. Damage: 20+

♣ **Agility** Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Rapidash. Damage: 30

44/64 ♣



### Dark Rapidash

STAGE 1 (Evolves from Ponyta)

W: ♣

R: —

60 HP

RC: —

♣ **Rear Kick** Damage: 20

♣ **Flame Pillar** You may discard 1 ♣ Energy card attached to Dark Rapidash when you use this attack. If you do and if your opponent has any Benched Pokémon, choose 1 of them and this attack does 10 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.) Damage: 30

44/82 ♣ R

### Vulpix

Basic Pokémon

W: ♣

R: —

50 HP

RC: ♣

♣ **Confuse Ray** Flip a coin. If heads, the Defending Pokémon is now Confused. Damage: 10

68/102 ♣, 99/130 ♣

### Ninetales

STAGE 1 (Evolves from Vulpix)

W: ♣

R: —

80 HP

RC: ♣

♣ **Lure** If your opponent has any Benched Pokémon, choose 1 of them and switch it with the Defending Pokémon.

♣ **Fire Blast** Discard 1 ♣ Energy card attached to Ninetales in order to use this attack. Damage: 80

12/102 ♣, 13/130 ♣



### Bellsprout

Basic Pokémon

W: ♣

R: —

40 HP

RC: ♣

♣ **Vine Whip** Damage: 10

♣ **Call for Family** Search your deck for a Basic Pokémon named Bellsprout and put it onto your Bench. Shuffle your deck afterward. (You can't use this attack if your Bench is full.)

49/64 ♣, 66/130 ♣

### Weepinbell

STAGE 1 (Evolves from Bellsprout)

W: ♣

R: —

70 HP

RC: ♣

♣ **Poisonpowder** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 10

♣ **Razor Leaf** Damage: 30

48/64 ♣, 64/130 ♣

### Victreebel

STAGE 2 (Evolves from Weepinbell)

W: ♣

R: —

80 HP

RC: ♣♣

♣ **Lure** If your opponent has any Benched Pokémon, choose 1 of them and switch it with his or her Active Pokémon.

♣ **Acid** Flip a coin. If heads, the Defending Pokémon can't retreat during your opponent's next turn. Damage: 20

14/64 ♣, 30/64 ♣, 32/130 ♣

### Brock's Zubat (LV. 5)

Basic Pokémon

W: ♣

R: ♣-30

30 HP

RC: —

♣ **Alert** Draw a card. Then, switch Brock's Zubat with 1 of your Benched Pokémon. You can't use this attack if your Bench is empty.

♣ **Wing Attack** Damage: 20

24/132 ♣

### Brock's Zubat (LV. 11)

Basic Pokémon

W: ♣

R: ♣-30

40 HP

RC: —

♣ **Wing Attack** Damage: 10

♣ **Poison Fang** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 20

74/132 ♣

### Brock's Golbat

STAGE 1 (Evolves from Brock's Zubat)

W: ♣

R: ♣-30

70 HP

RC: ♣

♣ **Dive** Damage: 20

♣ **Spiral Dive** Does 10 damage to each of your opponent's Pokémon. Don't apply Weakness and Resistance.

39/132 ♣

### Bulbasaur

Basic Pokémon

W: ♣

R: —

40 HP

RC: ♣

♣ **Leech Seed** Unless all damage from this attack is prevented, you may remove 1 damage counter from Bulbasaur. Damage: 20

44/102 ♣, 67/130 ♣

### Ivysaur

STAGE 1 (Evolves from Bulbasaur)



### Ekans

Basic Pokémon

W: ● R: — RC: ●

● **Spit Poison** Flip a coin. If heads, the Defending Pokémon is now Poisoned.  
● **Wrap** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 20

### Ekans

Basic Pokémon

W: ● R: — RC: ●

● **Bite** Damage: 10  
● **Poison Sting** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 20

### Arbok

STAGE 1 (Evolves from Ekans)

W: ● R: — RC: ●

● **Terror Strike** Flip a coin. If heads and if your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.) Damage: 10  
● **Poison Fang** The Defending Pokémon is now Poisoned. Damage: 20



### Dark Arbok

STAGE 1 (Evolves from Ekans)

W: ● R: — RC: ●

● **Stare** Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.) If that Pokémon has a Pokémon Power, that power stops working until the end of your opponent's next turn.  
● **Poison Vapor** The Defending Pokémon is now Poisoned. This attack does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Damage: 10

### Erika's Bellsprout (LV. 12)

Basic Pokémon

W: ● R: — RC: ●

● **Poison Vine** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 10  
● **Vine Whip** Damage: 30



### Erika's Bellsprout (LV. 13)

Basic Pokémon

W: ● R: — RC: ●

● **Pokémon Power: Soak Up** Once during your turn (before your attack), you may take up to 2 Energy cards attached to your other Pokémon and attach them to Erika's Bellsprout. This power can't be used if Erika's Bellsprout is Asleep, Confused, or Paralyzed.  
● **Stretch Vine** Choose 1 of your opponent's Benched Pokémon, and this attack does 10 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.)

### Erika's Bellsprout (LV. 15)

Basic Pokémon

W: ● R: — RC: ●

● **Careless Tackle** Erika's Bellsprout does 10 damage to itself. Damage: 20

### Erika's Weepinbell (LV. 26)

STAGE 1 (Evolves from Erika's Bellsprout)

W: ● R: — RC: ●

● **Drool** Damage: 10  
● **Flytrap** Before doing damage, choose 1 of your opponent's Benched Pokémon and switch it with his or her Active Pokémon. This attack can't be used if your opponent has no Benched Pokémon. Damage: 20

### Erika's Weepinbell (LV. 30)

STAGE 1 (Evolves from Erika's Bellsprout)

W: ● R: — RC: ●

● **Sleep Poison** The Defending Pokémon is now Asleep and Poisoned.  
● **Vine Whip** Damage: 40

### Erika's Victreebel

STAGE 2 (Evolves from Erika's Weepinbell)

W: ● R: — RC: ●

● **Pokémon Power: Fragrance Trap** Once during your turn (before your attack), you may flip a coin. If heads, and if your opponent has any Benched Pokémon, choose 1 of them and switch it with his or her Active Pokémon. This power can't be used if Erika's Victreebel is Asleep, Confused, or Paralyzed.  
● **Razor Leaf** Damage: 50

### Erika's Bulbasaur

Basic Pokémon

W: ● R: — RC: ●

● **Sleep Seed** The Defending Pokémon is now Asleep. Damage: 10  
● **Errand-Running** Flip a coin. If heads, you may search your deck for a Trainer card. Show it to your opponent and put it into your hand. Shuffle your deck afterward.

### Erika's Ivysaur

STAGE 1 (Evolves from Erika's Bulbasaur)

W: ● R: — RC: ●

● **Pokémon Power: Relaxing Scent** As long as Erika's Ivysaur is your Active Pokémon, whenever an attack (even your own) does damage to any Pokémon (after applying Weakness and Resistance), that attack only does half the damage to that Pokémon (rounded up to the nearest 10). (Any other effects of attacks still happen.) This power stops working while Erika's Ivysaur is Asleep, Confused, or Paralyzed.  
● **Double Razor Leaf** Flip 2 coins. This attack does 40 damage times the number of heads. Damage: 40x

### Erika's Venusaur

STAGE 2 (Evolves from Erika's Ivysaur)

W: ● R: — RC: ●

● **Growth** Flip a coin. If heads, you may attach up to 2 Energy cards from your hand to Erika's Venusaur.  
● **Wide Solarbeam** If your opponent has any Benched Pokémon, choose 2 of them (or 1 if he or she only has 1). This attack does 20 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.) Damage: 20

### Erika's Exeggcutte (LV. 12)

Basic Pokémon

W: ● R: — RC: ●

● **Eggsplosion** Flip a number of coins equal to the number of Energy attached to Erika's Exeggcutte. This attack does 10 damage times the number of heads. Damage: 10x  
● **Psychic** Does 10 damage plus 10 more damage for each Energy card attached to the Defending Pokémon. Damage: 10+

### Erika's Exeggcutte (LV. 15)

Basic Pokémon

W: ● R: — RC: ●

● **Deflector** During your opponent's next turn, whenever Erika's Exeggcutte takes damage, divide that damage in half (rounded down to the nearest 10). (Any other effects still happen.)  
● **Egg Bomb** Flip a coin. If tails, this attack does nothing to the Defending Pokémon and Erika's Exeggcutte does 20 damage to itself. Damage: 40

### Erika's Exeggutor

STAGE 1 (Evolves from Erika's Exeggcutte)

W: ● R: — RC: ●

● **Psychic Exchange** Shuffle your hand into your deck, then draw 5 cards.

### Stomp

Flip a coin. If heads, this

attack does 30 damage plus 10 more dam-

age; if tails, this attack does 30 damage.

Damage: 30+

### Erika's Oddish (LV. 10)

Basic Pokémon

W: ● R: — RC: ●

● **Strange Powder** Flip a coin. If heads, the

Defending Pokémon is now Confused; if

tails, the Defending Pokémon is now Asleep.

Damage: 10

### Erika's Oddish (LV. 12)

Basic Pokémon

W: ● R: — RC: ●

● **Pokémon Power: Photosynthesis** All

Energy cards attached to Erika's Oddish

provide Energy instead of their usual

type. This power works even while Erika's

Oddish is Asleep, Confused, or Paralyzed.

● **Poisonpowder** Flip a coin. If heads, the

Defending Pokémon is now Poisoned.

Damage: 20

### Erika's Oddish (LV. 15)

Basic Pokémon

W: ● R: — RC: ●

● **Blot** If there are any damage counters on

Erika's Oddish, remove 1 of them. Damage: 10

● **Sporadic Sponging** If Erika's Oddish

has any damage counters on it, flip a coin.

If heads, remove 1 of those damage coun-

ters. Damage: 20

### Erika's Gloom (LV. 24)

STAGE 1 (Evolves from Erika's Oddish)

W: ● R: — RC: ●

● **Healing Pollen** Flip a coin. If heads,

remove 4 damage counters from Erika's

Gloom. If Erika's Gloom has fewer damage

counters than that, remove all of them.

● **Magic Pollen** Flip a coin. If heads,

the Defending Pokémon is now Asleep,

Confused, Paralyzed, or Poisoned (your

choice). Damage: 30

### Erika's Gloom (LV. 28)

STAGE 1 (Evolves from Erika's Gloom)

W: ● R: — RC: ●

● **Dream Dance** Both the Defending

Pokémon and Erika's Gloom are now Asleep

(after doing damage). Damage: 10

● **Vile Smell** Both the Defending

Pokémon and Erika's Gloom are now

Confused (after doing damage). Damage: 30

46/132



### Erika's Vileplume

STAGE 2 (Evolves from Erika's Gloom)

W: ● R: — RC: ●

● **Pokémon Power: Pollen Defense** If an

attack does damage to Erika's Vileplume

while it's your Active Pokémon (even if it's

Knocked Out), flip a coin. If heads, your

opponent's Active Pokémon is now Confused.

This power works even while Erika's

Vileplume is Asleep, Confused, or Paralyzed.

● **Mega Drain** If Erika's Vileplume does

damage to the Defending Pokémon (after

applying Weakness and Resistance), remove

a number of damage counters from Erika's

Vileplume equal to half the damage done to

the Defending Pokémon (rounded up to the

nearest 10). If Erika's Vileplume has fewer

damage counters than that, remove all of

them. Damage: 30

### Erika's Paras

Basic Pokémon

W: ● R: — RC: ●

● **Pinch** Damage: 10

● **Poison Spore** Flip a coin. If heads, the

Defending Pokémon is now Poisoned and

this attack does 10 damage to each of your

opponent's Benched Pokémon. (Don't apply

Weakness and Resistance for Benched

Pokémon.)

### Erika's Tangela

Basic Pokémon

W: ● R: — RC: ●

● **Vine Slap** Damage: 10

● **Stretch Vine** If your opponent has

any Benched Pokémon, choose 1 of them

and this attack does 20 damage to it. (Don't

apply Weakness and Resistance for

Benched Pokémon.)

79/132

### Exeggcutte

Basic Pokémon

W: ● R: — RC: ●

● **Hypnosis** The Defending Pokémon is

now Asleep.

● **Leech Seed** Unless all damage from

this attack is prevented, you may remove 1

damage counter from Exeggcutte. Damage: 20

52/64

### Exeggutor

STAGE 1 (Evolves from Exeggcutte)

W: ● R: — RC: ●

● **Teleport** Switch Exeggutor with 1 of your

Benched Pokémon.

● **Big Eggsplosion** Flip a number of coins

equal to the number of Energy attached to

Exeggutor. This attack does 20 damage

times the number of heads. Damage: 20x

35/64

### Giovanni's Nidoran ♀

Basic Pokémon

W: ● R: — RC: ●

● **Horn Thrust** Flip a coin. If tails, this

attack does nothing. Damage: 20

● **Double-edge** Giovanni's Nidoran ♀

does 20 damage to itself. Damage: 30

75/132

### Giovanni's Nidorina

STAGE 1 (Evolves from Giovanni's Nidoran ♀)

W: ● R: — RC: ●

● **Poison Sting Tackle** Giovanni's

Nidorina does 20 damage to itself. Flip a

coin. If heads, the Defending Pokémon is

now Poisoned. Damage: 30

● **Body Slam** Flip a coin. If heads, the

Defending Pokémon is now Paralyzed.

Damage: 20

### Giovanni's Nidoqueen

STAGE 2 (Evolves from Giovanni's Nidorina)

W: ● R: — RC: ●

● **Mega Kick** Damage: 40

● **Love Lariat** Flip a coin. If heads,

this attack does 50 damage plus 50 more

damage if you have at least 1 Giovanni's

Nidoking on your Bench. If tails, this attack

does nothing. Damage: 50+

23/132

### Giovanni's Nidoran ♂

Basic Pokémon

W: ● R: — RC: ●

● **Double Kick** Flip 2 coins. This attack

does 10 damage times the number of

heads. Damage: 10x

● **Retaliation** You can't use this attack

unless Giovanni's Nidoran ♂ has 2 or more

damage counters on it. Damage: 30

76/132

### Giovanni's Nidorino

STAGE 1 (Evolves from Giovanni's Nidoran ♂)

W: ● R: — RC: ●

● **Rend** If the Defending Pokémon

already has any damage counters on it, this

attack does 20 damage plus 20 more dam-

age. If not, this attack does 20 damage.

Damage: 20+

45/132

### Giovanni's Nidoking

STAGE 2 (Evolves from Giovanni's Nidorino)

W: ● R: — RC: ●

● **Intimidate** If the Defending Pokémon's

maximum HP is 50 or less, it can't attack

Giovanni's Nidoking during your opponent's

next turn. (Benching or evolving either

Pokémon ends this effect.)

● **Tumbling Attack** Flip a coin. If

heads, this attack does 40 damage plus 30

more damage; if tails, this attack does 40

damage. Damage: 40+



### Giovanni's Pinsir

Basic Pokémon

W: ● R: — RC: ●●  
**Snapping Pincers** Flip a coin. If heads, this attack does 10 damage plus 10 more damage; if tails, this attack does 10 damage. Damage: 10+  
**Overhead Toss** If you have any Benched Pokémon, flip a coin. If tails, choose 1 of your Benched Pokémon. This attack does 20 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Damage: 40  
 24/132★

### Grimer

Basic Pokémon

W: ● R: — RC: ●  
**Nasty Goo** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10  
**Minimize** All damage done by attacks to Grimer during your opponent's next turn is reduced by 20 (after applying Weakness and Resistance).  
 48/62★

### Grimer

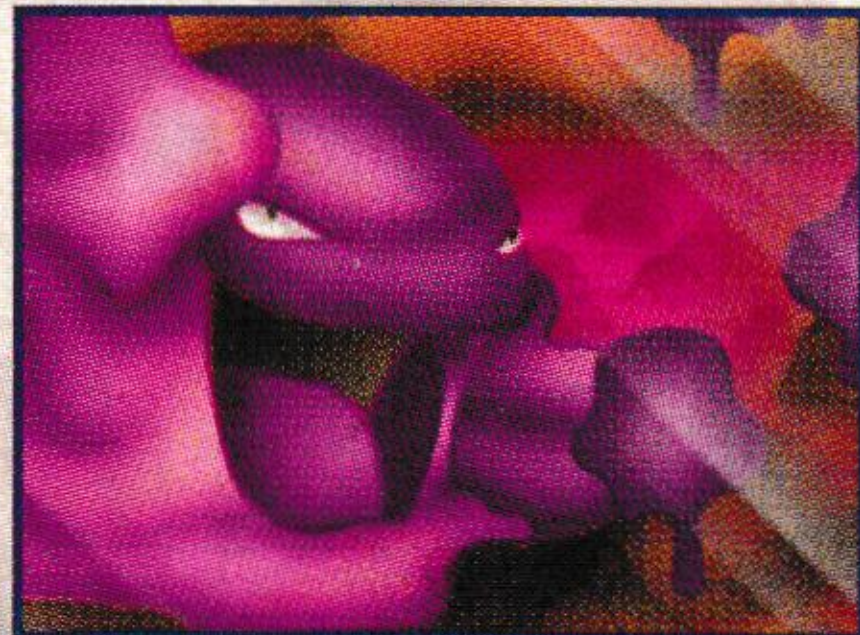
Basic Pokémon

W: ● R: — RC: ●  
**Poison Gas** The Defending Pokémon is now Asleep.  
**Sticky Hands** Flip a coin. If heads, this attack does 10 damage plus 20 more damage and the Defending Pokémon is now Paralyzed; if tails, this attack does 10 damage. Damage: 10+  
 57/82★

### Muk

STAGE 1 (Evolves from Grimer)

W: ● R: — RC: ●●  
**Pokémon Power: Toxic Gas** Ignore all Pokémon Powers other than Toxic Gases. This power stops working while Muk is Asleep, Confused, or Paralyzed.  
**Sludge** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 30  
 13/62★, 28/62★



### Dark Muk

STAGE 1 (Evolves from Grimer)

W: ● R: — RC: ●●  
**Pokémon Power: Sticky Goo** As long as Dark Muk is your Active Pokémon, your opponent pays ● more to retreat his or her Active Pokémon. This power stops working while Dark Muk is Asleep, Confused, or Paralyzed.  
**Sludge Punch** The Defending Pokémon is now Poisoned. Damage: 20  
 41/82★

### Koffing

Basic Pokémon

W: ● R: — RC: ●  
**Foul Gas** Flip a coin. If heads, the Defending Pokémon is now Poisoned; if tails, it is now Confused. Damage: 10  
 51/102★

### Koffing

Basic Pokémon

W: ● R: — RC: ●  
**Tackle** Damage: 10  
**Poison Gas** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 20  
 58/82★

### Weezing

STAGE 1 (Evolves from Koffing)

W: ● R: — RC: ●  
**Smog** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 20  
**Selfdestruct** Does 10 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Weezing does 60 damage to itself. Damage: 60  
 45/62★

### Dark Weezing

STAGE 1 (Evolves from Koffing)

W: ● R: — RC: ●  
**Mass Explosion** Does 20 damage

70 HP

times the total number of Koffings, Weezings, and Dark Weezings in play (Apply Weakness and Resistance.). Then, this attack does 20 damage to each Koffing, Weezing, and Dark Weezing (even your own). (Don't apply Weakness and Resistance.) Damage: 20x  
**Stun Gas** Flip a coin. If heads, the Defending Pokémon is now Poisoned; if tails, the Defending Pokémon is now Paralyzed. Damage: 20  
 14/82★, 31/82★

### Koga's Ekans

Basic Pokémon

W: ● R: — RC: ●  
**Fast-Acting Poison** Flip 2 coins. If both are heads, the Defending Pokémon is now Confused and Poisoned. Damage: 10  
 77/132★



### Koga's Arbok

STAGE 1 (Evolves from Koga's Ekans)

W: ● R: — RC: ●●  
**Poison Buildup** Koga's Arbok is now Poisoned.  
**Poison Power** If Koga's Arbok is Poisoned, this attack's base damage is 40 instead of 20 and the Defending Pokémon is now Poisoned. Damage: 20  
 25/132★

### Koga's Grimer

Basic Pokémon

W: ● R: — RC: ●  
**Sludge Grip** If your opponent has any Benched Pokémon, flip a coin. If heads, choose 1 of your opponent's Benched Pokémon and switch it with the Defending Pokémon. The new Defending Pokémon is now Poisoned.  
**Sludge Toss** Damage: 20  
 78/132★

### Koga's Muk

STAGE 1 (Evolves from Koga's Grimer)

W: ● R: — RC: ●●●  
**Pokémon Power: Energy Drain** If an opponent's attack does damage to Koga's Muk (even if Koga's Muk is Knocked Out), flip a coin. If heads and if it has any, choose 1 Energy card attached to the attacking Pokémon and discard it. This power can't be used if Koga's Muk is already Asleep, Confused, or Paralyzed when your opponent attacks.  
**Sludge Whirlpool** Damage: 40  
 26/132★

### Koga's Koffing (LV. 10)

Basic Pokémon

W: ● R: — RC: ●  
**Smelly Gas** Flip a coin. If heads, this attack does 10 damage to each Benched Pokémon (including your own). (Don't apply Weakness and Resistance for Benched Pokémon.) Damage: 10  
 79/132★



### Koga's Koffing (LV. 15)

Basic Pokémon

W: ● R: — RC: ●  
**Smokescreen** If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. Damage: 10  
**Obscuring Gas** Flip a coin. If heads, shuffle Koga's Koffing and all cards attached to it into your deck (after doing damage). Damage: 30  
 48/132★

### Koga's Weezing

STAGE 1 (Evolves from Koga's Koffing)

W: ● R: — RC: ●●  
**Spontaneous Explosion** Flip a coin. If heads, this attack does 10 damage plus 30 more damage and Koga's Weezing does 30 damage to itself; if tails, this attack does 10 damage. Damage: 10+  
**Toxic Cloud** Flip a coin. If heads, the Defending Pokémon is now Poisoned. It now takes 20 Poison damage instead of 10 after each player's turn (even if it was already Poisoned). Damage: 20  
 50/132★

### Koga's Tangela

Basic Pokémon

W: ● R: — RC: ●●  
**Sleep Powder** The Defending Pokémon is now Asleep. Damage: 10  
**Grasping Vine** Flip a coin. If heads, draw 2 cards.  
 81/132★

### Koga's Weedle

Basic Pokémon

W: ● R: — RC: ●  
**Sting** Damage: 10  
**Sharp Stinger** Flip a coin. If heads, the Defending Pokémon is now Poisoned; if tails, the Defending Pokémon is now Paralyzed. Damage: 10  
 82/132★

### Koga's Kakuna

STAGE 1 (Evolves from Koga's Weedle)

W: ● R: — RC: ●●  
**Pokémon Power: Emerge** Once during your turn (before your attack), you may flip a coin. If heads, search your deck for an Evolution card named Koga's Beedrill and put it on Koga's Kakuna. (This counts as evolving Koga's Kakuna.) Shuffle your deck afterward. This power can't be used if Koga's Kakuna is Asleep, Confused, or Paralyzed.  
**Toxic Secretion** Flip a coin. If heads, the Defending Pokémon is now Poisoned. It now takes 20 Poison damage instead of 10 after each player's turn (even if it was already Poisoned).  
 47/132★

### Koga's Beedrill

STAGE 2 (Evolves from Koga's Kakuna)

W: ● R: —30 RC: —  
**Nerve Poison** Flip a coin. If heads, the Defending Pokémon is now Paralyzed and Poisoned. Damage: 20  
**Hyper Needle** Flip a coin. If tails, this attack does nothing. Either way, you can't use this attack again as long as Koga's Beedrill stays in play (even putting Koga's Beedrill on the Bench won't let you use it again). Damage: 70  
 9/132★

### Koga's Zubat

Basic Pokémon

W: ● R: —30 RC: —  
**Group Attack** Does 10 damage times the number of Koga's Zubats you have in play. Before doing damage, you may search your deck for any number of Basic Pokémon named Koga's Zubat and put them onto your Bench. (You can't get more cards with this attack than you have room on your Bench.) If you do, shuffle your deck afterward. Damage: 10x  
 83/132★

### Koga's Golbat

STAGE 1 (Evolves from Koga's Zubat)

W: ● R: —30 RC: —  
**Bite** Damage: 20  
**Sonic Scream** Flip a coin. If heads, the Defending Pokémon is now Confused. Damage: 30  
 46/132★

### Nidoran ♀

Basic Pokémon

W: ● R: — RC: ●  
**Fury Swipes** Flip 3 coins. This attack does 10 damage times the number of heads. Damage: 10x  
**Call for Family** Search your deck for a Basic Pokémon named Nidoran ♀ or Nidoran ♂ and put it onto your Bench. Shuffle your deck afterward. (You can't use this attack if your Bench is full.)  
 57/64★, 82/130★

### Nidorina

STAGE 1 (Evolves from Nidoran ♀)

W: ● R: — RC: ●  
**Supersonic** Flip a coin. If heads, the Defending Pokémon is now Confused.  
**Double Kick** Flip 2 coins. This attack does 30 damage times the number of heads. Damage: 30x  
 40/64★, 53/130★

70 HP

### Nidoqueen

STAGE 2 (Evolves from Nidorina)

W: ● R: — RC: ●●●  
**Boyfriends** Does 20 damage plus 20 more damage for each Nidoking you have in play. Damage: 20+  
**Mega Punch** Damage: 50  
 7/64★, 23/64★, 12/130★

### Nidoran ♂

Basic Pokémon

W: ● R: — RC: ●  
**Horn Hazard** Flip a coin. If tails, this attack does nothing. Damage: 30  
 55/102★, 83/130★

### Nidorino

STAGE 1 (Evolves from Nidoran ♂)

W: ● R: — RC: ●  
**Double Kick** Flip 2 coins. This attack does 30 damage times the number of heads. Damage: 30x  
**Horn Drill** Damage: 50  
 37/102★, 54/130★

### Nidoking

STAGE 2 (Evolves from Nidorino)

W: ● R: — RC: ●●●  
**Thrash** Flip a coin. If heads, this attack does 30 damage plus 10 more damage; if tails, this attack does 30 damage and Nidoking does 10 damage to itself. Damage: 30+  
**Toxic** The Defending Pokémon is now Poisoned. It now takes 20 Poison damage instead of 10 after each player's turn (even if it was already Poisoned).  
 11/102★, 11/130★

### Oddish

Basic Pokémon

W: ● R: — RC: ●  
**Stun Spore** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10  
**Sprout** Search your deck for a Basic Pokémon named Oddish and put it onto your Bench. Shuffle your deck afterward. (You can't use this attack if your Bench is full.)  
 58/64★

### Oddish

Basic Pokémon

W: ● R: — RC: ●  
**Sleep Powder** The Defending Pokémon is now Asleep.  
**Poisonpowder** The Defending Pokémon is now Poisoned. Damage: 10  
 63/82★



### Gloom

STAGE 1 (Evolves from Oddish)

W: ● R: — RC: ●  
**Poisonpowder** The Defending Pokémon is now Poisoned.  
**Foul Odor** Both the Defending Pokémon and Gloom are now Confused (after doing damage). Damage: 20  
 37/64★

### Vileplume

STAGE 2 (Evolves from Gloom)

W: ● R: — RC: ●●  
**Pokémon Power: Heal** Once during your turn (before your attack), you may flip a coin. If heads, remove 1 damage counter from 1 of your Pokémon. This power can't be used if Vileplume is Asleep, Confused, or Paralyzed.  
**Petal Dance** Flip 3 coins. This attack does 40 damage times the number of heads. Vileplume is now Confused (after doing damage). Damage: 40x  
 15/64★, 31/64★

### Dark Gloom

STAGE 1 (Evolves from Oddish)

W: ● R: — RC: ●●  
**Pokémon Power: Pollen Stench** Once during your turn (before your attack), you may flip a coin. If heads, the Defending Pokémon is now Confused; if tails, your Active Pokémon is now Confused. This power can't be used if Dark Gloom is Asleep, Confused, or Paralyzed.  
**Poisonpowder** The Defending Pokémon is now Poisoned. Damage: 10  
 36/82★



### Dark Vileplume

STAGE 2 (Evolves from Dark Gloom)

W: ♂ R: — RC: ♂♂

**Pokémon Power: Hay Fever** No Trainer cards can be played. This power stops working while Dark Vileplume is Asleep, Confused, or Paralyzed.

♂♂♂ **Petal Whirlwind** Flip 3 coins. This attack does 30 damage times the number of heads. If you get 2 or more heads, Dark Vileplume is now Confused (after doing damage). Damage: 30x

13/82★ R, 30/82★ R

### Paras

Basic Pokémon

W: ♂ R: — RC: ♂

♂♂ **Scratch** Damage: 20

♂♂ **Spore** The Defending Pokémon is now Asleep. 59/64♣ ♣♣, 85/130♣ ♣

### Parasect

STAGE 1 (Evolves from Paras)

W: ♂ R: — RC: ♂

♂♂ **Spore** The Defending Pokémon is now Asleep.

♂♂♂ **Slash** Damage: 30 41/64♦ ♣♣, 55/130♦ ♣

### Pinsir

Basic Pokémon

W: ♂ R: — RC: ♂

♂♂ **Irongrip** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 20

♂♂♂ **Guillotine** Damage: 50 9/64★ ♣♣, 25/64★ ♣♣, 29/130★ ♣



### Rocket's Scyther

Basic Pokémon

W: ♂ R: —30 RC: ♂

♂ **Shadow Images** Whenever Rocket's Scyther is attacked, your opponent flips a coin. If tails, that attack does no damage to Rocket's Scyther. (Any other effects of the attack still happen.) This effect lasts until Rocket's Scyther takes damage (or is Benched or is evolved).

♂♂♂ **Blinding Scythe** Damage: 40 13/132★ ♣

### Sabrina's Venonat

Basic Pokémon

W: ♂ R: — RC: ♂

♂ **Poison Antennae** The Defending Pokémon is now Poisoned.

♂♂ **Removal Beam** If the Defending Pokémon has any Energy cards attached to it, flip a coin. If heads, choose 1 of those Energy cards and discard it. Damage: 20 96/132♣ ♣

### Sabrina's Venomoth

STAGE 1 (Evolves from Sabrina's Venonat)

W: ♂ R: —30 RC: —

♂ **Healing Pollen** Flip 3 coins. For each heads, remove 1 damage counter from each of your Pokémon. If a Pokémon has fewer damage counters than the number of heads, remove all of them.

♂ **Sonic Distortion** Flip 2 coins. If 1 or both of them are heads, the Defending Pokémon is now Confused. Damage: 10 34/132★ ♣

### Scyther

Basic Pokémon

W: ♂ R: —30 RC: —

♂ **Swords Dance** During your next turn, Scyther's Slash attack's base damage is 60 instead of 30.

♂♂♂ **Slash** Damage: 30 10/64★ ♣♣, 26/64★ ♣♣, 17/130★ ♣

### Tangela

Basic Pokémon

W: ♂ R: — RC: ♂♂

♂♂ **Bind** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 20

♂♂♂ **Poisonpowder** The Defending Pokémon is now Poisoned. Damage: 20 66/102♣ ♣, 96/130♣ ♣

### Venonat

Basic Pokémon

W: ♂ R: — RC: ♂

♂ **Stun Spore** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10

♂♂ **Leech Life** Remove a number of damage counters from Venonat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Venonat has fewer damage counters than that, remove all of them. Damage: 10 63/64♣ ♣♣, 97/130♣ ♣

### Venomoth

STAGE 1 (Evolves from Venonat)

W: ♂ R: —30 RC: —

**Pokémon Power: Shift** Once during your turn (before your attack), you may change the type of Venomoth to the type of any other Pokémon in play other than Colorless. This power can't be used if Venomoth is Asleep, Confused, or Paralyzed.

♂♂ **Venom Powder** Flip a coin. If heads, the Defending Pokémon is now Confused and Poisoned. Damage: 10 13/64★ ♣♣, 29/64★ ♣♣, 31/130★ ♣

### Weedle

Basic Pokémon

W: ♂ R: — RC: ♂

♂ **Poison Sting** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 10 69/102♣ ♣, 100/130♣ ♣

### Kakuna

STAGE 1 (Evolves from Weedle)

W: ♂ R: — RC: ♂♂

♂♂ **Stiffen** Flip a coin. If heads, prevent all damage done to Kakuna during your opponent's next turn. (Any other effects of attacks still happen.)

♂♂ **Poisonpowder** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 20 33/102♦ ♣, 47/130♦ ♣

### Beedrill

STAGE 2 (Evolves from Kakuna)

W: ♂ R: —30 RC: —

♂♂♂ **Twineedle** Flip 2 coins. This attack does 30 damage times the number of heads. Damage: 30x

♂♂♂ **Poison Sting** Flip a coin. If heads, the Defending Pokémon is now Poisoned. Damage: 40 17/102★ ♣, 21/130★ ♣

### Zubat

Basic Pokémon

W: ♂ R: —30 RC: —

♂♂ **Supersonic** Flip a coin. If heads, the Defending Pokémon is now Confused.

♂♂ **Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them. Damage: 10 57/62♣ ♣

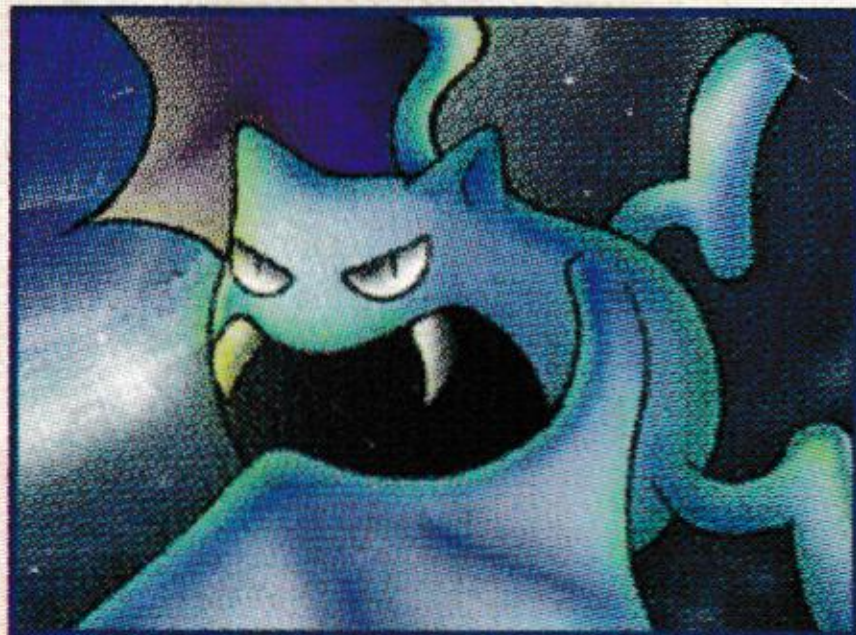
### Zubat

Basic Pokémon

W: ♂ R: —30 RC: —

♂ **Ram** Damage: 10

♂♂ **Bite** Damage: 20 70/82♣ R



### Golbat

STAGE 1 (Evolves from Zubat)

W: ♂ R: —30 RC: —

♂♂ **Wing Attack** Damage: 30

♂♂♂ **Leech Life** Remove a number of damage counters from Golbat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Golbat has fewer damage counters than that, remove all of them. Damage: 20 34/62♦ ♣

### Dark Golbat

STAGE 1 (Evolves from Zubat)

W: ♂ R: —30 RC: —

**Pokémon Power: Sneak Attack** When you play Dark Golbat from your hand, you may choose 1 of your opponent's Pokémon. If

you do, Dark Golbat does 10 damage to that Pokémon. Apply Weakness and Resistance.

♂♂ **Flitter** Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.) 7/82★ R, 24/82★ R



### 's Pikachu

Basic Pokémon

W: ♂ R: — RC: ♂

♂♂ **Birthday Surprise** If it's not your birthday, this attack does 30 damage. If it is your birthday, flip a coin. If heads, this attack does 30 damage plus 50 more damage; if tails, this attack does 30 damage. Damage: 30+ 24★

### Dark Jolteon

STAGE 1 (Evolves from Eevee)

W: ♂ R: — RC: ♂

♂ **Lightning Flash** If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. Damage: 20

♂♂♂ **Thunder Attack** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, Dark Jolteon does 10 damage to itself. Damage: 30 38/82♦ R

### Electabuzz

Basic Pokémon

W: ♂ R: — RC: ♂♂

♂ **Thundershock** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10

♂♂ **Thunderpunch** Flip a coin. If heads, this attack does 30 damage plus 10 more damage; if tails, this attack does 30 damage and Electabuzz does 10 damage to itself. Damage: 30+ 20/102★ ♣, 24/130★ ♣

### Electabuzz

Basic Pokémon

W: ♂ R: — RC: ♂♂

♂ **Light Screen** Whenever an attack does damage to Electabuzz (after applying Weakness and Resistance) during your opponent's next turn, that attack only does half the damage to Electabuzz (rounded down to the nearest 10). (Any other effects of attacks still happen.)

♂♂ **Quick Attack** Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. Damage: 10+ 2★

### Flying Pikachu

Basic Pokémon

W: — R: —30 RC: ♂

♂ **Thundershock** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10

♂♂♂ **Fly** Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Flying Pikachu; if tails, this attack does nothing (not even damage). Damage: 30 25★

### Jolteon

STAGE 1 (Evolves from Eevee)

W: ♂ R: — RC: ♂

♂♂ **Quick Attack** Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. Damage: 10+

♂♂♂ **Pin Missile** Flip 4 coins. This attack does 20 damage times the number of heads. Damage: 20x 4/64★ ♣♣, 20/64★ ♣♣

### Lt. Surge's Electabuzz (LV. 22)

Basic Pokémon

W: ♂ R: — RC: ♂♂

♂ **Charge** Take up to 2 ⚡ Energy cards from your discard pile and attach them to Lt. Surge's Electabuzz.

♂♂ **Electric Current** Take 1 ⚡ Energy card attached to Lt. Surge's Electabuzz and attach it to 1 of your Benched Pokémon. If you have no Benched Pokémon, discard that Energy card. Damage: 20 27/132★ ♣

### Lt. Surge's Electabuzz (LV. 28)

Basic Pokémon

W: ♂ R: — RC: ♂♂

♂ **Charge** Take up to 2 ⚡ Energy cards

from your discard pile and attach them to Lt. Surge's Electabuzz.

♂ **Discharge** Discard all ⚡ Energy cards attached to Lt. Surge's Electabuzz in order to use this attack. Flip a number of coins equal to the number of ⚡ Energy cards you discarded. This attack does 30 damage times the number of heads. Damage: 30x 6/132★ ♣

### Lt. Surge's Jolteon

STAGE 1 (Evolves from Lt. Surge's Eevee)

W: ♂ R: — RC: ♂

♂♂ **High Voltage** Flip a coin. If heads, your opponent can't play Trainer cards during his or her next turn. Damage: 20

♂♂♂ **Thunder Flare** Does 30 damage plus 10 damage times the number of damage counters on Lt. Surge's Jolteon, then flip a coin. If tails, Lt. Surge's Jolteon does 30 damage to itself. Damage: 30+ 28/132★ ♣



### Lt. Surge's Magnemite (LV. 10)

Basic Pokémon

W: ♂ R: — RC: —

♂ **Removal Pulse** If the Defending Pokémon has any Energy cards attached to it, flip a coin. If heads, choose 1 of those Energy cards and discard it. Damage: 10

♂♂ **Confusion Pulse** Flip a coin. If heads, the Defending Pokémon is now Confused. Damage: 20 50/132♦ ♣

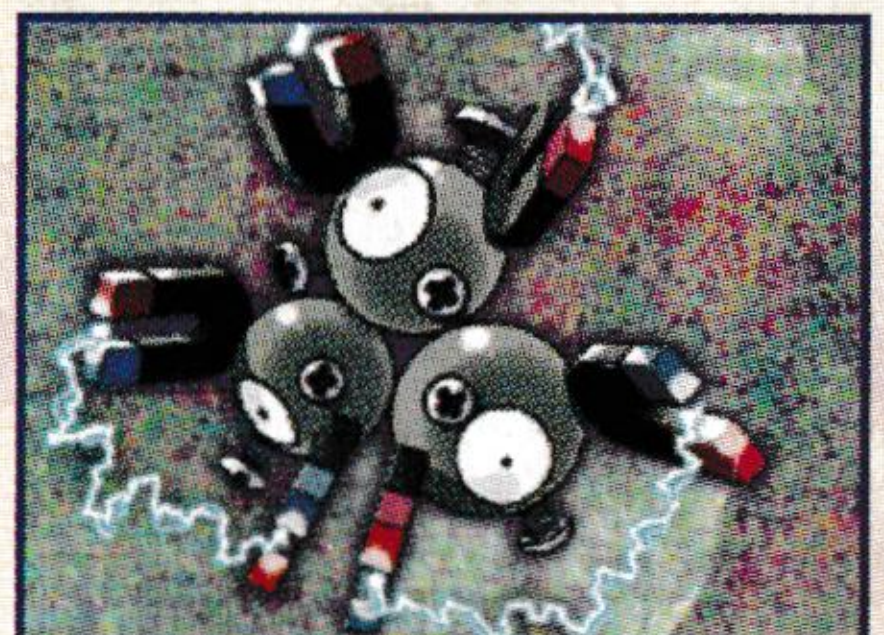
### Lt. Surge's Magnemite (LV. 12)

Basic Pokémon

W: ♂ R: — RC: ♂

♂ **Thundershock** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10

♂♂ **Tackle** Damage: 20 80/132♣ ♣



### Lt. Surge's Magneton

STAGE 1 (Evolves from Lt. Surge's Magnemite)

W: ♂ R: — RC: ♂♂

**Pokémon Power: Energy Charge** As often as you like during your turn (before your attack), if Lt. Surge's Magneton is your Active Pokémon, you may take 1 ⚡ Energy card attached to 1 of your Pokémon and attach it to Lt. Surge's Magneton. This power can't be used if Lt. Surge's Magneton is Asleep, Confused, or Paralyzed.

♂♂♂ **Mega Shock** Flip a coin. If tails, Lt. Surge's Magneton does 20 damage to itself. Damage: 50 8/132★ ♣

### Lt. Surge's Pikachu (LV. 10)

Basic Pokémon

W: ♂ R: — RC: —

♂♂ **Quick Attack** Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. Damage: 10+ 84/132♣ ♣

### Lt. Surge's Pikachu (LV. 15)

Basic Pokémon

W: ♂ R: — RC: ♂

♂ **Charge** Take 1 ⚡ Energy card from your discard pile and attach it to Lt. Surge's Pikachu.

♂♂ **Lightning Tail** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 20 81/132♣ ♣

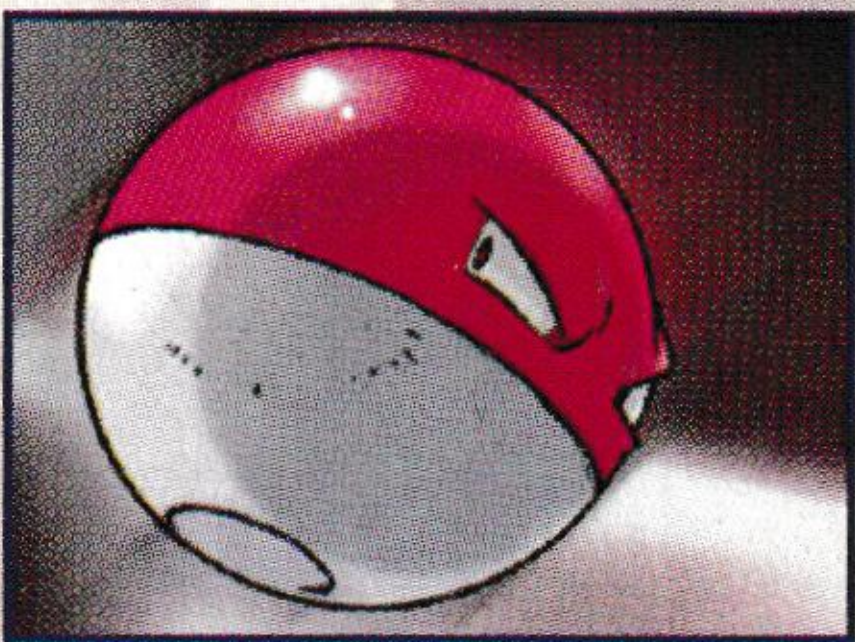


### Lt. Surge's Raichu (LV. 32)

STAGE 1 (Evolves from Lt. Surge's Pikachu)  
W: ♂ R: — RC: ♂♂  
♂♂♂ **Mega Punch** Damage: 30  
♂♂♂♂ **Thunderbolt** Discard all Energy cards attached to Lt. Surge's Raichu in order to use this attack. Damage: 100  
28/132★

### Lt. Surge's Raichu (LV. 38)

STAGE 1 (Evolves from Lt. Surge's Pikachu)  
W: ♂ R: — RC: ♂♂  
♂♂ **Kerzap** Flip a coin. If heads, this attack does 20 damage plus 30 more damage to the Defending Pokémon and discard all ♂ Energy cards attached to Lt. Surge's Raichu. If tails, this attack does 20 damage. Damage: 20+  
♂♂♂♂ **Thundertackle** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, Lt. Surge's Raichu does 20 damage to itself. Damage: 40  
11/132★



### Lt. Surge's Voltorb (LV. 12)

Basic Pokémon  
W: ♂ R: — RC: ♂  
♂ **Spin Ball** Flip 1 coin. This attack does 20 damage times the number of heads. Damage: 20x  
♂♂ **Double Spin** Flip 2 coins. This attack does 20 damage times the number of heads. Damage: 20x  
84/132●

### Lt. Surge's Voltorb (LV. 15)

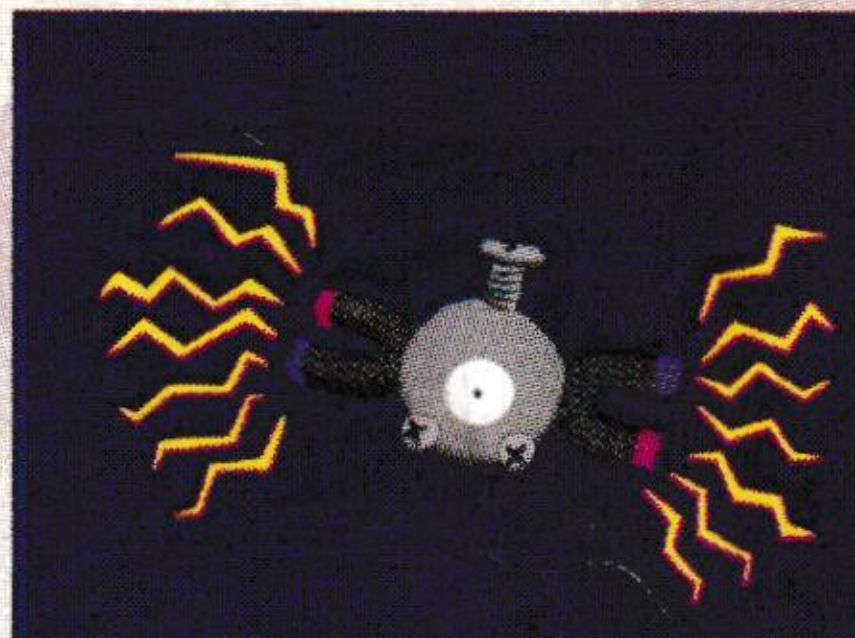
Basic Pokémon  
W: ♂ R: — RC: ♂  
♂♂ **Bouncing Ball** Flip a coin. If tails, Lt. Surge's Voltorb does 10 damage to itself. Damage: 30  
86/132●

### Lt. Surge's Electrode

STAGE 1 (Evolves from Lt. Surge's Voltorb)  
W: ♂ R: — RC: ♂♂  
**Pokémon Power: Shock Blast** If Lt. Surge's Electrode is your Active Pokémon and gets damaged (even if it's Knocked Out), flip a coin. If tails, this power does 20 damage to each Active Pokémon. This power works even if Lt. Surge's Electrode is already Asleep, Confused, or Paralyzed when it takes damage.  
♂♂♂ **Power Ball** Flip 3 coins. This attack does 30 damage plus 10 more damage for each heads. Damage: 30+  
52/132◆

### Magnemite

Basic Pokémon  
W: ♂ R: — RC: ♂  
♂♂ **Thunder Wave** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10  
♂♂♂ **Selfdestruct** Does 10 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Magnemite does 40 damage to itself. Damage: 40  
53/102●, 79/130●



### Magnemite

Basic Pokémon  
W: ♂ R: — RC: ♂  
♂♂ **Tackle** Damage: 20  
♂♂ **Magnetism** Does 10 damage plus 10 more damage for each Magnemite, Magneton, and Dark Magneton on your Bench. Damage: 10+  
60/82●

### Magneton

STAGE 1 (Evolves from Magnemite)  
W: ♂ R: — RC: ♂  
♂♂♂ **Thunder Wave** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 30  
♂♂♂♂ **Selfdestruct** Does 20 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Magneton does 80 damage to itself. Damage: 80  
9/102★, 9/130★

### Magneton

STAGE 1 (Evolves from Magnemite)  
W: ♂ R: — RC: ♂♂  
♂♂ **Sonicboom** Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.) Damage: 20  
♂♂♂♂ **Selfdestruct** Does 20 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Magneton does 100 damage to itself. Damage: 100  
11/62★, 26/62★

### Dark Magneton

STAGE 1 (Evolves from Magnemite)  
W: ♂ R: — RC: ♂♂  
♂♂ **Sonicboom** Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.) Damage: 20  
♂♂ **Magnetic Lines** If the Defending Pokémon has any basic Energy cards attached to it, choose 1 of them. If your opponent has any Benched Pokémon, choose 1 of them and attach that Energy card to it. Damage: 30  
11/82★, 28/82★

### Pikachu

Basic Pokémon  
W: ♂ R: — RC: ♂  
♂ **Gnaw** Damage: 10  
♂♂ **Thunder Jolt** Flip a coin. If tails, Pikachu does 10 damage to itself. Damage: 30  
58/102●, 87/130●

### Pikachu

Basic Pokémon  
W: ♂ R: — RC: ♂  
♂♂ **Spark** If your opponent has any Benched Pokémon, choose 1 of them and this attack does 10 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.) Damage: 20  
60/64●

### Pikachu

Basic Pokémon  
W: ♂ R: — RC: ♂  
♂ **Growl** If the Defending Pokémon attacks Pikachu during your opponent's next turn, any damage done by the attack is reduced by 10 (after applying Weakness and Resistance). (Benching either Pokémon ends this effect.)  
♂♂ **Thundershock** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 20  
1★

### Pikachu

Basic Pokémon  
W: ♂ R: — RC: ♂  
♂♂ **Recharge** Search your deck for a ♂ Energy card and attach it to Pikachu. Shuffle your deck afterward.  
♂♂♂ **Thunderbolt** Discard all Energy cards attached to Pikachu in order to use this attack. Damage: 50  
4★

### Pikachu

Basic Pokémon  
W: ♂ R: — RC: ♂  
♂ **Scratch** Damage: 10  
♂♂ **Thunderbolt** Discard all Energy cards attached to Pikachu in order to use this attack. Damage: 40  
26★

### Pikachu

Basic Pokémon  
W: ♂ R: — RC: —  
♂♂ **Thundershock** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10  
♂♂ **Agility** Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Pikachu. Damage: 20  
27★

### Raichu

STAGE 1 (Evolves from Pikachu)  
W: ♂ R: — RC: ♂  
♂♂♂ **Agility** Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Raichu. Damage: 20  
♂♂♂♂ **Thunder** Flip a coin. If tails, Raichu does 30 damage to itself. Damage: 60  
14/102★, 16/130★

### Raichu

STAGE 1 (Evolves from Pikachu)  
W: ♂ R: — RC: ♂  
♂♂♂♂ **Gigashock** Choose 3 of your opponent's Benched Pokémon and this attack does 10 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.) If your opponent has fewer than 3 Benched Pokémon, do the damage to each of them. Damage: 30  
14/62★, 29/62★

### Rocket's Zapdos

Basic Pokémon  
W: — R: ♂-30 RC: ♂♂  
♂ **Plasma** If there are any ♂ Energy cards in your discard pile, attach 1 of them to Rocket's Zapdos. Damage: 20  
♂♂♂♂ **Electroburn** Rocket's Zapdos does damage to itself equal to 10 times the number of ♂ Energy cards attached to it. Damage: 70  
15/132★

### Surfing Pikachu

Basic Pokémon  
W: ♂ R: — RC: ♂  
♂♂ **Surf** Damage: 30  
28★

### Voltorb

Basic Pokémon  
W: ♂ R: — RC: ♂  
♂ **Tackle** Damage: 10  
67/102●, 98/130●

### Voltorb

Basic Pokémon  
W: ♂ R: — RC: ♂  
♂ **Speed Ball** Damage: 20  
69/82●

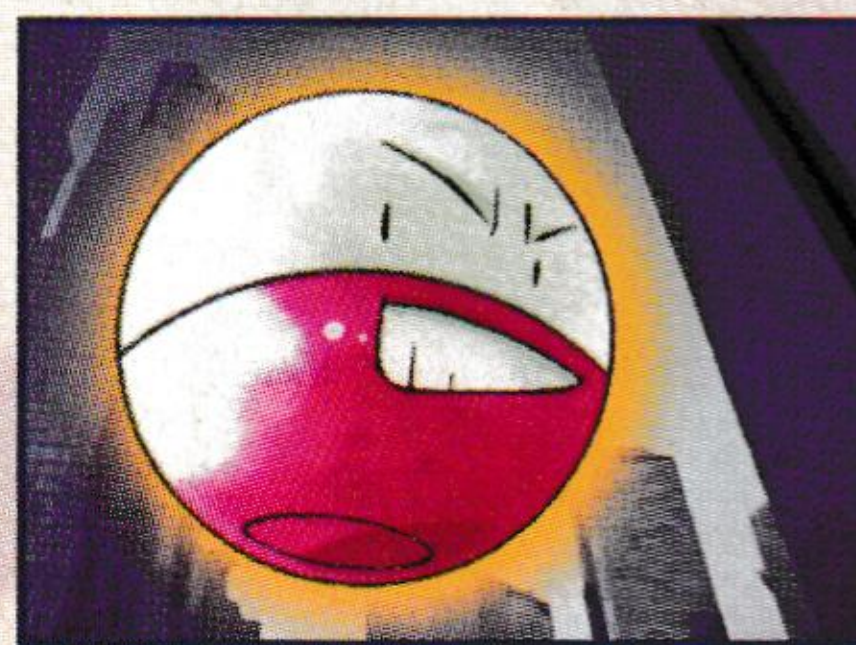


### Electrode

STAGE 1 (Evolves from Voltorb)  
W: ♂ R: — RC: ♂  
♂ **Pokémon Power: Buzzzap** At any time during your turn (before your attack), you may Knock Out Electrode and attach it to 1 of your other Pokémon. If you do, choose a type of Energy. Electrode is now an Energy card of that type (instead of a Pokémon) that provides 2 energy. This power can't be used if Electrode is Asleep, Confused, or Paralyzed.  
♂♂♂ **Electric Shock** Flip a coin. If tails, Electrode does 10 damage to itself. Damage: 50  
21/102★, 25/130★

### Electrode

STAGE 1 (Evolves from Voltorb)  
W: ♂ R: — RC: ♂  
♂♂ **Tackle** Damage: 20  
♂♂♂ **Chain Lightning** If the Defending Pokémon isn't Colorless, this attack does 10 damage to each Benched Pokémon of the same type as the Defending Pokémon (including your own). Damage: 20  
2/64★, 18/64★

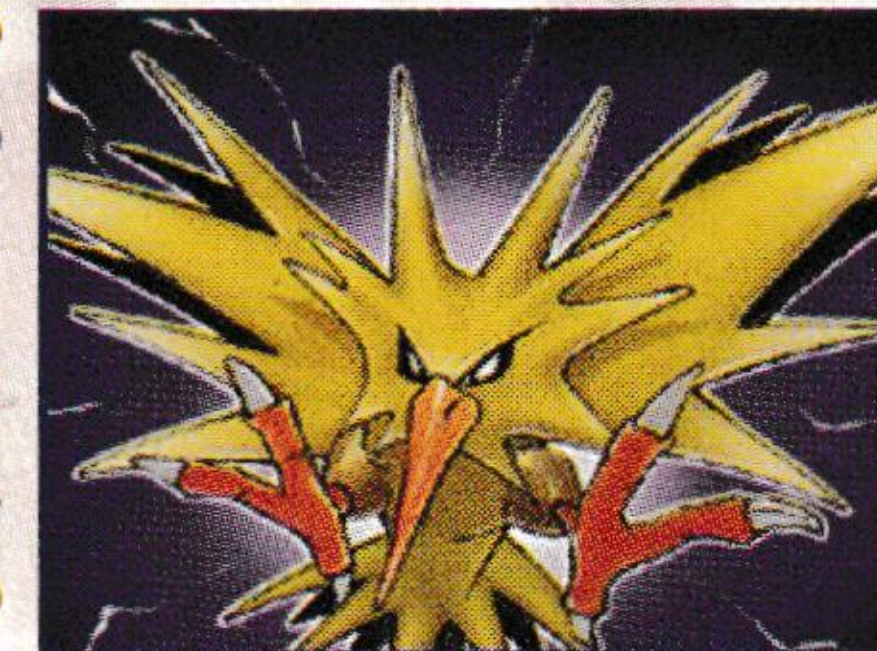


### Dark Electrode

STAGE 1 (Evolves from Voltorb)  
W: ♂ R: — RC: ♂  
♂♂ **Rolling Tackle** Damage: 10  
♂♂♂ **Energy Bomb** Take all Energy cards attached to Dark Electrode and attach them to your Benched Pokémon (in any way you choose). If you have no Benched Pokémon, discard all Energy cards attached to Dark Electrode. Damage: 30  
34/82◆

### Zapdos

Basic Pokémon  
W: — R: ♂-30 RC: ♂♂♂  
♂♂♂♂ **Thunder** Flip a coin. If tails, Zapdos does 30 damage to itself. Damage: 60  
♂♂♂♂ **Thunderbolt** Discard all Energy cards attached to Zapdos in order to use this attack. Damage: 100  
16/102★, 20/130★



### Zapdos

Basic Pokémon  
W: — R: ♂-30 RC: ♂♂  
♂♂♂♂ **Thunderstorm** For each of your opponent's Benched Pokémon, flip a coin. If heads, this attack does 20 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Then, Zapdos does 10 damage times the number of tails to itself. Damage: 40  
15/62★, 30/62★

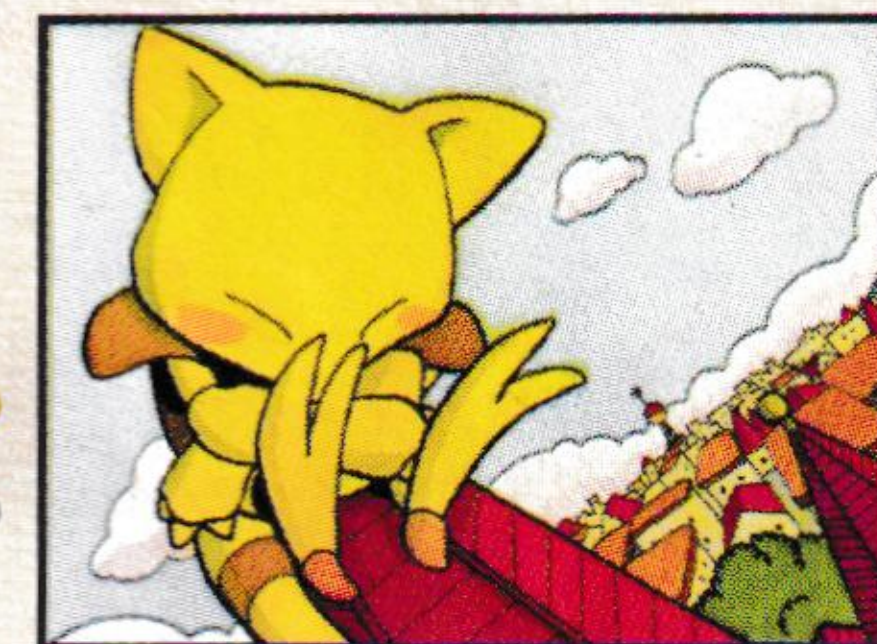
### Zapdos

Basic Pokémon  
W: — R: ♂-30 RC: ♂  
♂♂♂ **Lightning Burn** Flip a coin. If heads, and if your opponent has any Benched Pokémon, choose 1 of them. This attack does 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) If tails, Zapdos does 30 damage to itself. Damage: 30  
23★



### Abra

Basic Pokémon  
W: ♂ R: — RC: —  
♂ **Psychoshock** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10  
43/102●, 65/130●



### Abra

Basic Pokémon  
W: ♂ R: — RC: ♂  
♂ **Vanish** Shuffle Abra into your deck. (Discard all cards attached to Abra.)  
♂ **Psychoshock** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10  
49/82●

### Kadabra

STAGE 1 (Evolves from Abra)  
W: ♂ R: — RC: ♂♂♂  
♂♂ **Recover** Discard 1 ♂ Energy card attached to Kadabra in order to use this attack. Remove all damage counters from Kadabra.  
♂♂♂ **Super Psy** Damage: 50  
32/102◆, 46/130◆

### Alakazam

STAGE 2 (Evolves from Kadabra)  
W: ♂ R: — RC: ♂♂♂  
♂ **Pokémon Power: Damage Swap** As often as you like during your turn (before your attack), you may move 1 damage counter from 1 of your Pokémon to another as long as you don't Knock Out that Pokémon. This power can't be used if Alakazam is Asleep, Confused, or Paralyzed.  
♂♂♂ **Confuse Ray** Flip a coin. If heads, the Defending Pokémon is now Confused. Damage: 30  
1/102★, 1/130★



### Dark Kadabra

STAGE 1 (Evolves from Abra)

W: ● R: — RC: ●●

**Pokémon Power: Matter Exchange** Once during your turn (before your attack), you may discard a card from your hand in order to draw a card. This power can't be used if Dark Kadabra is Asleep, Confused, or Paralyzed.

●●● **Mind Shock** Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.) Damage: 30 39/82 ♦ R

### Dark Alakazam

STAGE 2 (Evolves from Dark Kadabra)

W: ● R: — RC: ●●●

●●●● **Teleport Blast** You may switch Dark Alakazam with 1 of your Benched Pokémon. (Do the damage before switching the Pokémon.) Damage: 30

●●●● **Mind Shock** Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.) Damage: 40 1/82 ★ R, 18/82 ★ R

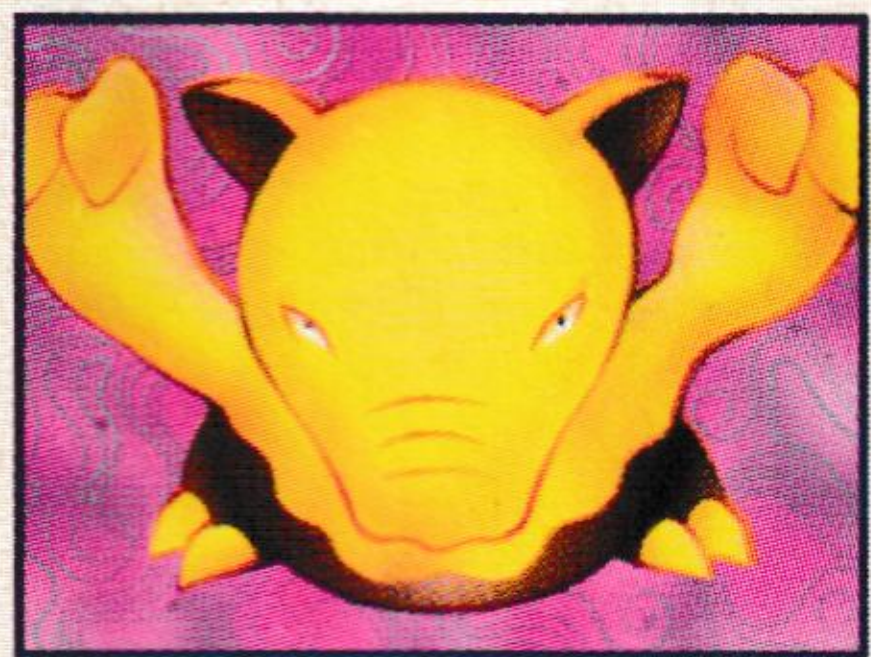
### Drowzee

Basic Pokémon

W: ● R: — RC: ●

● **Pound** Damage: 10

●● **Confuse Ray** Flip a coin. If heads, the Defending Pokémon is now Confused. Damage: 10 49/102 ●, 73/130 ●



### Drowzee

Basic Pokémon

W: ● R: — RC: ●

**Pokémon Power: Long-Distance**

**Hypnosis** Once during your turn (before your attack), you may flip a coin. If heads, the Defending Pokémon is now Asleep; if tails, your Active Pokémon is now Asleep. The power can't be used if Drowzee is Asleep, Confused, or Paralyzed.

●● **Nightmare** The Defending Pokémon is now Asleep. Damage: 10 54/82 ● R

### Hypno

STAGE 1 (Evolves from Drowzee)

W: ● R: — RC: ●●

● **Prophecy** Look at up to 3 cards from the top of either player's deck and rearrange them as you like.

●●●● **Dark Mind** If your opponent has any Benched Pokémon, choose 1 of them and this attack does 10 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.) Damage: 30 8/62 ★, 23/62 ★

### Dark Hypno

STAGE 1 (Evolves from Drowzee)

W: ● R: — RC: ●●

● **Psypunch** Damage: 20

●●●● **Bench Manipulation** Your opponent flips a number of coins equal to the number of Pokémon on his or her Bench. This attack does 20 damage times the number of tails. Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.) Damage: 20x 9/82 ★ R, 26/82 ★ R

### Gastly

Basic Pokémon

W: — R: ●-30 RC: —

● **Sleeping Gas** Flip a coin. If heads, the Defending Pokémon is now Asleep.

●● **Destiny Bond** Discard 1 ● Energy card attached to Gastly in order to use this attack. If a Pokémon Knocks Out Gastly during your opponent's next turn, Knock Out that Pokémon. 50/102 ●, 75/130 ●

### Gastly

Basic Pokémon

W: — R: ●-30 RC: —

● **Lick** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10

●● **Energy Conversion** Put up to 2 Energy cards from your discard pile into your hand. Gastly does 10 damage to itself. 33/62 ♦

50 HP

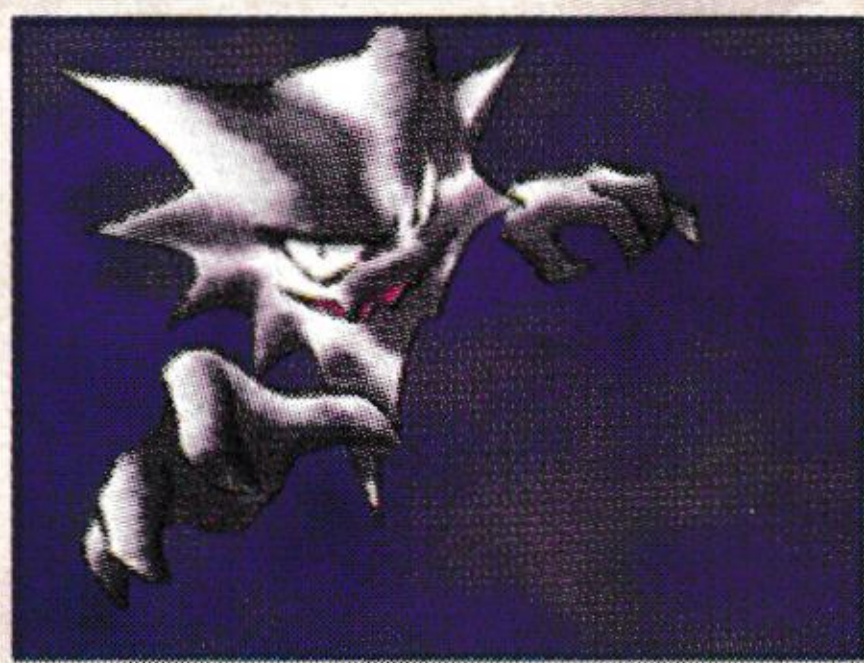
### Haunter

STAGE 1 (Evolves from Gastly)

W: — R: ●-30 RC: —

● **Hypnosis** The Defending Pokémon is now Asleep.

●● **Dream Eater** You can't use this attack unless the Defending Pokémon is Asleep. Damage: 50 29/102 ♦, 43/130 ♦



### Haunter

STAGE 1 (Evolves from Gastly)

W: — R: ●-30 RC: —

**Pokémon Power: Transparency** Whenever an attack does anything to Haunter, flip a coin. If heads, prevent all effects of that attack, including damage, done to Haunter. This power stops working while Haunter is Asleep, Confused, or Paralyzed.

●● **Nightmare** The Defending Pokémon is now Asleep. Damage: 10 6/62 ★, 21/62 ★

60 HP

### Mewtwo

Basic Pokémon

W: ● R: — RC: ●

● **Energy Absorption** Choose up to 2 Energy cards from your discard pile and attach them to Mewtwo.

●●●● **Psyburn** Damage: 40 3 ★

### Mewtwo

Basic Pokémon

W: ● R: — RC: ●●

● **Energy Control** Flip a coin. If heads, choose a basic Energy card attached to 1 of your opponent's Pokémon and attach it to another of your opponent's Pokémon of your choice.

●●●● **Telekinesis** Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.) 12 ★

70 HP

### Sabrina's Alakazam

STAGE 2 (Evolves from Sabrina's Kadabra)

W: ● R: — RC: ●●●

**Pokémon Power: Psylink** Sabrina's Alakazam always has a copy of every attack your ● Pokémon in play have (including their Energy costs and anything else required in order to use those attacks, such as discarding Energy cards). This power can't be used if Sabrina's Alakazam is Asleep, Confused, or Paralyzed.

●●●● **Mega Burn** You can't use this attack during your next turn. Damage: 60 16/132 ★

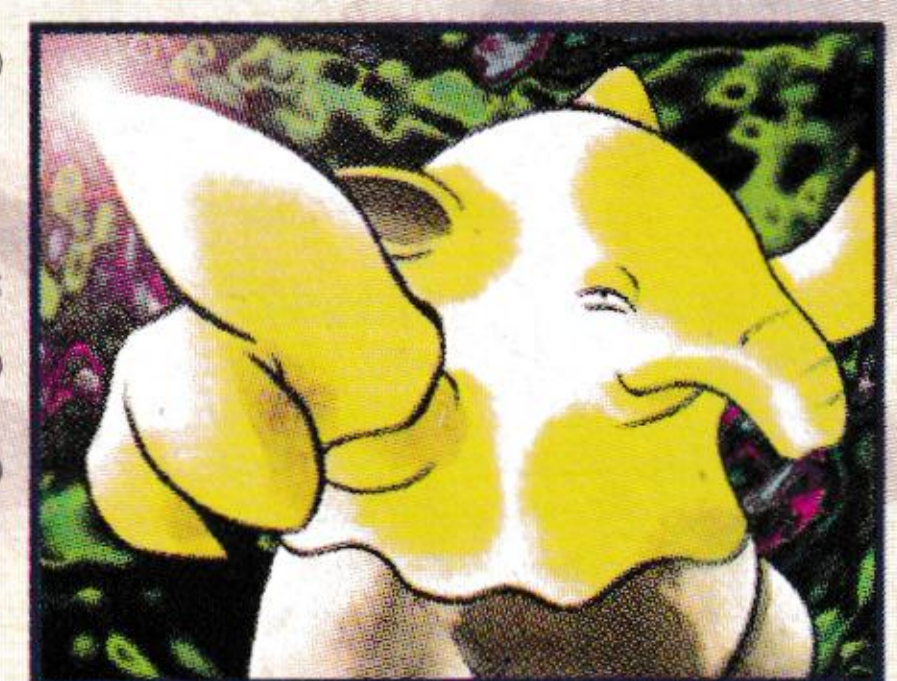
### Sabrina's Drowzee (LV. 15)

Basic Pokémon

W: ● R: — RC: ●

● **Suggestion** Flip a coin. If heads, the Defending Pokémon can't attack during your opponent's next turn.

●● **Headbutt** Damage: 20 92/132 ●



### Sabrina's Drowzee (LV. 18)

Basic Pokémon

W: ● R: — RC: ●

● **Energy Support** Search your deck for a ● Energy card. Show that card to your opponent, then put it into your hand. Shuffle your deck afterward.

●● **Mind Shock** Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.) Damage: 20 95/132 ●

### Sabrina's Hypno

STAGE 1 (Evolves from Sabrina's Drowzee)

W: ● R: — RC: ●●

● **Invigorate** Choose 1 Basic Pokémon in any player's discard pile. Put it onto that player's Bench. Put a number of damage counters on that Pokémon equal to half its HP (rounded down to the nearest 10). (You can't put a Pokémon on a Bench that's full.)

●● **Pendulum Curse** Flip a number of coins equal to the number of damage counters on the Defending Pokémon. This attack does 20 damage times the number of heads. Damage: 20x 56/132 ♦

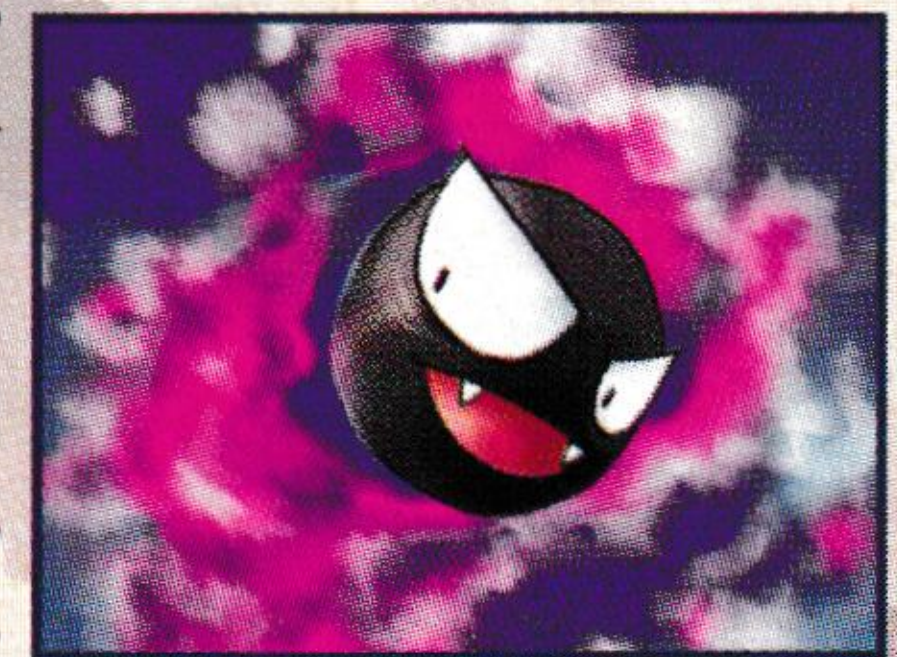
### Sabrina's Gastly (LV. 9)

Basic Pokémon

W: — R: ●-30 RC: —

● **Lick** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10

●● **Fade Out** Return Sabrina's Gastly and all Energy cards attached to it to your hand. (Discard all other cards attached to Sabrina's Gastly.) Damage: 30 96/132 ●



### Sabrina's Gastly (LV. 10)

Basic Pokémon

W: — R: ●-30 RC: ●

**Pokémon Power: Gaseous Form** Sabrina's Gastly gets +10 HP for each ● Energy card attached to it. This power works even if Sabrina's Gastly is Asleep, Confused, or Paralyzed.

●● **Suffocating Gas** Damage: 30 97/132 ●



### Mewtwo

Basic Pokémon

W: ● R: — RC: ●●●

●● **Psychic** Does 10 damage plus 10 more damage for each Energy card attached to the Defending Pokémon. Damage: 10+

●● **Barrier** Discard 1 ● Energy card attached to Mewtwo in order to use this attack. During your opponent's next turn, prevent all effects of attacks, including damage, done to Mewtwo. 10/102 ★, 10/130 ★

60 HP

### Sabrina's Kadabra

STAGE 1 (Evolves from Sabrina's Abra)

W: ● R: — RC: ●

● **Life Drain** Flip a coin. If heads, put a number of damage counters on the Defending Pokémon so that its remaining HP are 10.

●●● **Psyshot** Damage: 30 58/132 ♦

### Sabrina's Abra

Basic Pokémon

W: ● R: — RC: ●

● **Psyscan** Look at your opponent's hand.

● **Quick Attack** Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. Damage: 10+ 94/132 ●

### Sabrina's Abra

Basic Pokémon

W: ● R: — RC: ●

● **Synchronize** This attack can't be used unless Sabrina's Abra and the Defending Pokémon have the same number of Energy cards attached to them. Damage: 40 93/132 ●

### Sabrina's Abra

Basic Pokémon

W: ● R: — RC: ●

● **Synchronize** This attack can't be used unless Sabrina's Abra and the Defending Pokémon have the same number of Energy cards attached to them. Damage: 40 93/132 ●



### Sabrina's Gastly (LV. 16)

Basic Pokémon

W: — R: —30 RC: —  
**Spook** The Defending Pokémon can't retreat during your opponent's next turn. Damage: 20 93/132

### Sabrina's Haunter (LV. 20)

STAGE 1 (Evolves from Sabrina's Gastly)

W: — R: —30 RC: —  
**Night Spirits** Flip a number of coins equal to the total number of Sabrina's Gastlys, Sabrina's Haunters, and Sabrina's Gengars you have in play. This attack does 30 damage times the number of heads. Damage: 30x 58/132

### Sabrina's Haunter (LV. 29)

STAGE 1 (Evolves from Sabrina's Gastly)

W: — R: —30 RC: —  
**Nightmare** The Defending Pokémon is now Asleep. Damage: 20  
**Shadow Attack** Flip a coin. If heads, and if your opponent has any Benched Pokémon, choose 1 of them and this attack does 30 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.) 55/132

### Sabrina's Gengar (LV. 39)

STAGE 2 (Evolves from Sabrina's Haunter)

W: — R: —30 RC: —  
**Pain Amplifier** Put a damage counter on each of your opponent's Pokémon that already has any damage counters on it.  
**Call of the Night** Unless this attack Knocks Out the Defending Pokémon, flip 2 coins. If both of them are heads, your opponent shuffles his or her Active Pokémon and all cards attached to it into his or her deck. Damage: 40 14/132



### Sabrina's Gengar (LV. 42)

STAGE 2 (Evolves from Sabrina's Haunter)

W: — R: —30 RC: —  
**Dark Wave** All Pokémon Powers stop working until the end of your opponent's next turn. Damage: 20  
**Shadow Bind** The Defending Pokémon can't retreat during your opponent's next turn. Damage: 40 29/132

### Sabrina's Jynx (LV. 20)

Basic Pokémon

W: — R: — RC: —  
**Good Night** The Defending Pokémon is now Asleep. Damage: 10  
**Good Morning** If the Defending Pokémon was Asleep, it is no longer Asleep. Damage: 20 59/132

### Sabrina's Jynx (LV. 21)

Basic Pokémon

W: — R: — RC: —  
**Helping Hand** Choose 1 of your opponent's Pokémon. Remove any number of damage counters from that Pokémon, then draw that many cards.  
**Hug** Flip a coin. If heads, the Defending Pokémon can't retreat during your opponent's next turn. Damage: 20 57/132

### Sabrina's Mr. Mime (LV. 20)

Basic Pokémon

W: — R: — RC: —  
**Sleight of Hand** Choose up to 3 cards from your hand and put them on top of your deck. Then search your deck for that many basic Energy cards. Show those cards to your opponent, then put them into your hand. Shuffle your deck afterward.  
**Slap** Damage: 20 94/132

### Sabrina's Mr. Mime (LV. 30)

Basic Pokémon

W: — R: — RC: —  
**Magic Darts** Choose 1 of your opponent's Pokémon and flip 3 coins. This attack does 10 damage times the number of heads to that Pokémon. Don't apply Weakness and Resistance for this attack. 59/132

### Sabrina's Slowpoke

Basic Pokémon

W: — R: — RC: —  
**Lazy Attack** Sabrina's Slowpoke is now Asleep (after doing damage). Damage: 30 95/132



### Sabrina's Slowbro

STAGE 1 (Evolves from Sabrina's Slowpoke)

W: — R: — RC: —  
**Naptime** Flip a coin. If heads, remove 3 damage counters from Sabrina's Slowbro and Sabrina's Slowbro is now Asleep. If Sabrina's Slowbro has fewer damage counters than that, remove all of them.  
**Screaming Headbutt** You can't use this attack during your next turn. Damage: 40 60/132

### Slowpoke

Basic Pokémon

W: — R: — RC: —  
**Afternoon Nap** Search your deck for a Energy card and attach it to Slowpoke. Shuffle your deck afterward.  
**Headbutt** Damage: 10 67/82

### Slowpoke

Basic Pokémon

W: — R: — RC: —  
**Spacing Out** Flip a coin. If heads, remove a damage counter from Slowpoke. This attack can't be used if Slowpoke has no damage counters on it.  
**Scavenge** Discard 1 Energy card attached to Slowpoke in order to use this attack. Put a Trainer card from your discard pile into your hand. 55/62

### Slowbro

STAGE 1 (Evolves from Slowpoke)

W: — R: — RC: —  
**Pokémon Power: Strange Behavior** As often as you like during your turn (before your attack), you may move 1 damage counter from 1 of your Pokémon to Slowbro as long as you don't Knock Out Slowbro. This power can't be used if Slowbro is Asleep, Confused, or Paralyzed.  
**Psyshock** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 20 43/62

### Dark Slowbro

STAGE 1 (Evolves from Slowpoke)

W: — R: — RC: —  
**Pokémon Power: Reel In** When you play Dark Slowbro from your hand, choose up to 3 Basic Pokémon and/or Evolution cards from your discard pile and put them into your hand.  
**Fickle Attack** Flip a coin. If tails, this attack does nothing. Damage: 40 12/82 R, 29/82 R



### Articuno

Basic Pokémon

W: — R: —30 RC: —  
**Freeze Dry** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 30  
**Blizzard** Flip a coin. If heads, this attack does 10 damage to each of your opponent's Benched Pokémon. If tails, this attack does 10 damage to each of your own Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Damage: 50 2/62 R, 17/62 R

### Articuno

Basic Pokémon

W: — R: —30 RC: —  
**Diamond Dust** Flip a coin. If heads, the Defending Pokémon is now Paralyzed, and this attack does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Damage: 20 22

### Dark Vaporeon

STAGE 1 (Evolves from Eevee)

W: — R: — RC: —  
**Bite** Damage: 30  
**Whirlpool** If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it. Damage: 20 45/82 R

### Giovanni's Magikarp

Basic Pokémon

W: — R: — RC: —  
**Ancestral Memory** Flip a coin. If tails, this attack does nothing. Either way, you can't use this attack again as long as Giovanni's Magikarp stays in play (even putting Giovanni's Magikarp on the Bench won't let you use it again). Damage: 40  
**Flail Around** Flip 3 coins. This attack does 10 damage times the number of heads. Damage: 10x 73/132

### Giovanni's Gyarados

STAGE 1 (Evolves from Giovanni's Magikarp)

W: — R: —30 RC: —  
**Summon Storm** Flip 2 coins. If both of them are heads, this attack does 20 damage to each other Pokémon (even your own). Don't apply Weakness and Resistance for this attack.  
**Dragon Tornado** Unless this attack Knocks Out the Defending Pokémon, choose 1 of your opponent's Benched Pokémon and switch it with the Defending Pokémon. Damage: 40 5/132



### Golddeen

Basic Pokémon

W: — R: — RC: —  
**Horn Attack** Damage: 10 53/64 R, 76/130 R

### Seaking

STAGE 1 (Evolves from Golddeen)

W: — R: — RC: —  
**Horn Attack** Damage: 10  
**Waterfall** Damage: 30 46/64 R, 60/130 R

### Horsea

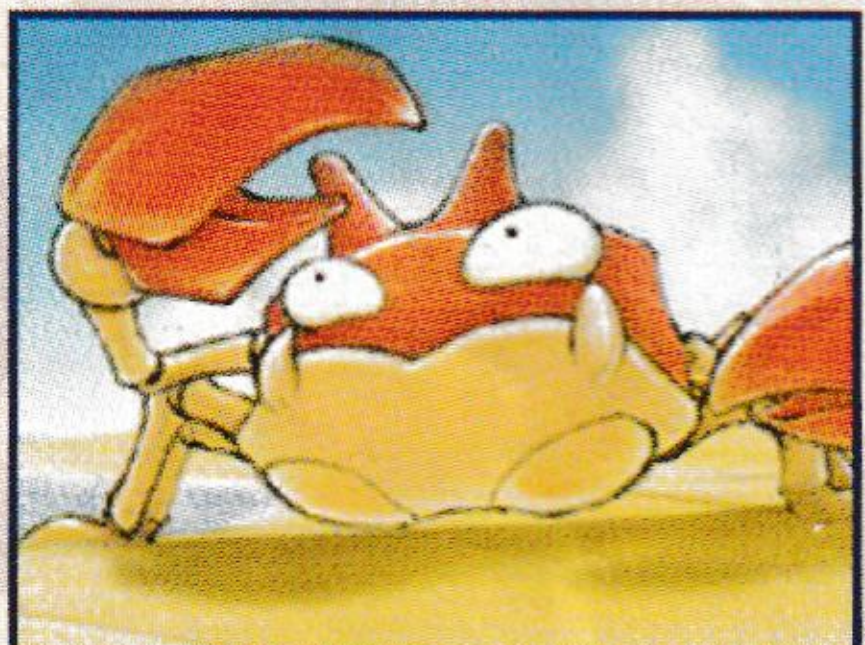
Basic Pokémon

W: — R: — RC: —  
**Smokescreen** If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. Damage: 10 49/62

### Seadra

STAGE 1 (Evolves from Horsea)

W: — R: — RC: —  
**Water Gun** Does 20 damage plus 10 more damage for each Energy attached to Seadra but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way. Damage: 20+  
**Agility** Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Seadra. Damage: 20 42/62



### Krabby

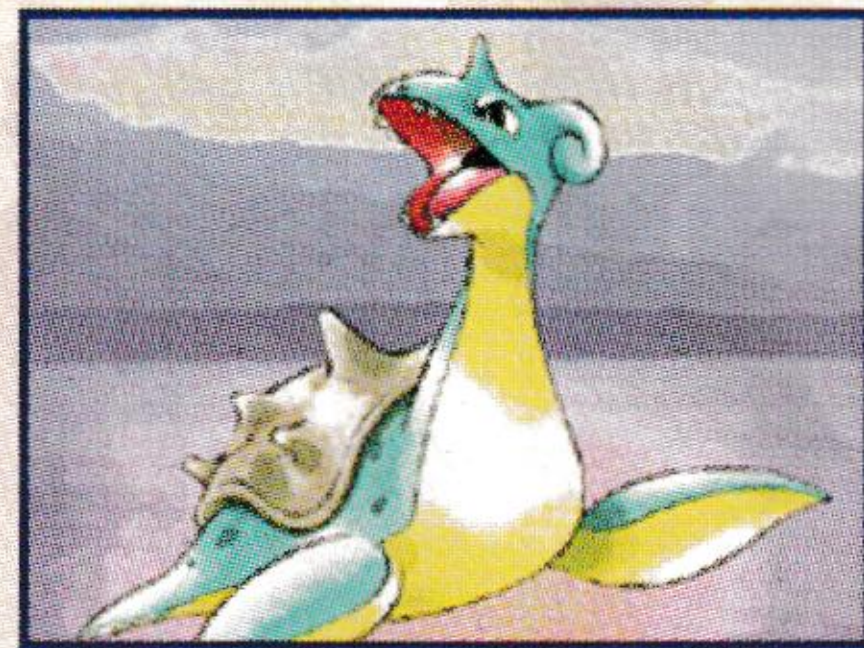
Basic Pokémon

W: — R: — RC: —  
**Call for Family** Search your deck for a Basic Pokémon named Krabby and put it onto your Bench. Shuffle your deck afterward. (You can't use this attack if your Bench is full.)  
**Irongrip** Damage: 20 51/62

### Kingler

STAGE 1 (Evolves from Krabby)

W: — R: — RC: —  
**Flail** Does 10 damage times the number of damage counters on Kingler. Damage: 10x  
**Crabhammer** Damage: 40 38/62 R



### Lapras

Basic Pokémon

W: — R: — RC: —  
**Water Gun** Does 10 damage plus 10 more damage for each Energy attached to Lapras but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way. Damage: 10+  
**Confuse Ray** Flip a coin. If heads, the Defending Pokémon is now Confused. Damage: 10 10/62 R, 25/62 R

### Magikarp

Basic Pokémon

W: — R: — RC: —  
**Tackle** Damage: 10  
**Flail** Does 10 damage times the number of damage counters on Magikarp. Damage: 10x 35/102 R, 50/130 R

### Magikarp

Basic Pokémon

W: — R: — RC: —  
**Flop** Damage: 10  
**Rapid Evolution** Search your deck for an Evolution card named Gyarados or Dark Gyarados and put it on Magikarp. (This counts as evolving Magikarp.) Shuffle your deck afterward. 47/82 R

### Gyarados

STAGE 1 (Evolves from Magikarp)

W: — R: —30 RC: —  
**Dragon Rage** Damage: 50  
**Bubblebeam** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 40 6/102 R, 7/130 R



### Dark Gyarados

STAGE 1 (Evolves from Magikarp)

W: — R: —30 RC: —  
**Pokémon Power: Final Beam** When Dark Gyarados is Knocked Out by an attack, flip a coin. If heads, this power does 20 damage for each Energy attached to Dark Gyarados to the Pokémon that Knocked Out Dark Gyarados. Apply Weakness and Resistance. This power doesn't work if Dark Gyarados is Asleep, Confused, or Paralyzed.  
**Ice Beam** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 30 8/82 R, 25/82 R

### Marill

Basic Pokémon

W: — R: — RC: —  
**Water Gun** Does 20 damage plus 10 more damage for each Energy attached to Marill but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way. Damage: 20+ 29

### Misty's Goldeen (LV. 8)

Basic Pokémon

W: — R: — RC: —  
**Horn Hazard** Flip a coin. If tails, this attack does nothing. Damage: 30 30/132 R



### Misty's Goldeen (LV. 10)

Basic Pokémon

W: ♀

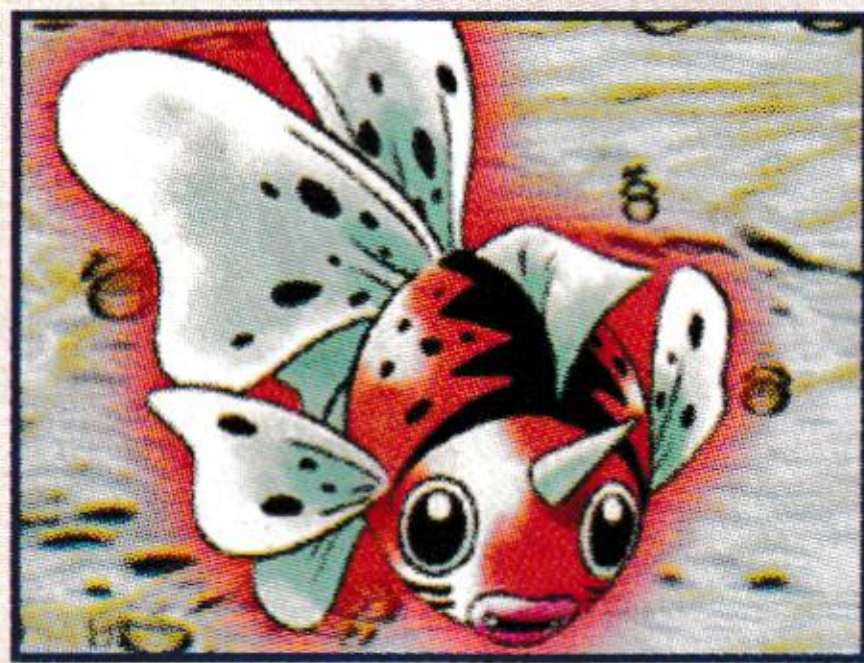
R: —

RC: ♀

♣ **Fury Attack** Flip 2 coins. This attack does 10 damage times the number of heads. Damage: 10x

♣ **Supersonic** Flip a coin. If heads, the Defending Pokémon is now Confused.

85/132



### Misty's Seaking

STAGE 1 (Evolves from Misty's Goldeen)

W: ♀

R: —

RC: ♀

♣ **Horn Attack** Damage: 10

♣ **Mud Splash** If your opponent has any Benched Pokémon, choose 1 of them and flip a coin. If heads, this attack does 10 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Damage: 30

55/132

### Misty's Horsea (LV. 10)

Basic Pokémon

W: ♀

R: —

RC: —

♣ **Tackle** Damage: 10

♣ **Smokescreen** If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. Damage: 20

86/132

### Misty's Horsea (LV. 16)

Basic Pokémon

W: ♀

R: —

RC: —

♣ **Ink Spurt** Flip a coin. If heads, whenever the Defending Pokémon tries to attack, your opponent flips a coin. If tails, that attack does nothing. (This effect lasts until the Defending Pokémon evolves or is Benched.) Damage: 20

87/132

### Misty's Seadra

STAGE 1 (Evolves from Misty's Horsea)

W: ♀

R: —

RC: ♀

♣ **Tail Snap** Damage: 20

♣ **Knockout Needle** Flip 2 coins. If both of them are heads, this attack does 30 damage plus 60 more damage. If 1 or both of them are tails, this attack does 30 damage. Damage: 30+

9/132

### Misty's Magikarp

Basic Pokémon

W: ♀

R: —

RC: ♀

♣ **Play Dead** Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Misty's Magikarp.

♣ **Leap** Damage: 10

88/132

### Misty's Gyarados

STAGE 1 (Evolves from Misty's Magikarp)

W: ♀

R: —

RC: ♀

**Pokémon Power: Rebellion** Whenever Misty's Gyarados attacks, flip 2 coins. If both of them are tails, that attack does nothing. Instead, shuffle Misty's Gyarados and all cards attached to it into your deck. (This power works even if Misty's Gyarados is Confused.)

♣ **Tidal Wave** Damage: 70

13/132

### Misty's Poliwhirl (LV. 15)

Basic Pokémon

W: ♀

R: —

RC: ♀

♣ **Hypnotic Stare** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, the Defending Pokémon is now Asleep.

♣ **Tail Rap** Flip 2 coins. This attack does 20 damage times the number of heads. Damage: 20x

87/132

### Misty's Poliwhirl (LV. 16)

Basic Pokémon

W: ♀

R: —

RC: ♀

♣ **Bubbles** Flip a coin. If tails, you can't use this attack during your next turn. Damage: 20

♣ **Amnesia** Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

89/132

### Misty's Poliwhirl

STAGE 1 (Evolves from Misty's Poliwhirl)

W: ♀

R: —

RC: ♀

♣ **Rapids** If the Defending Pokémon has any Energy cards attached to it, flip a coin. If heads, choose 1 of those Energy cards and discard it. Damage: 20

♣ **Water Punch** Flip a number of coins equal to the number of ♣ Energy attached to Misty's Poliwhirl. This attack does 30 damage plus 10 damage for each head. Damage: 30+

53/132

### Misty's Poliwrath

STAGE 2 (Evolves from Misty's Poliwhirl)

W: ♀

R: —

RC: ♀

♣ **Water Ring** Does 10 damage to each Pokémon that isn't ♣ on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Damage: 30

31/132

### Misty's Psyduck (LV. 15)

Basic Pokémon

W: ♀

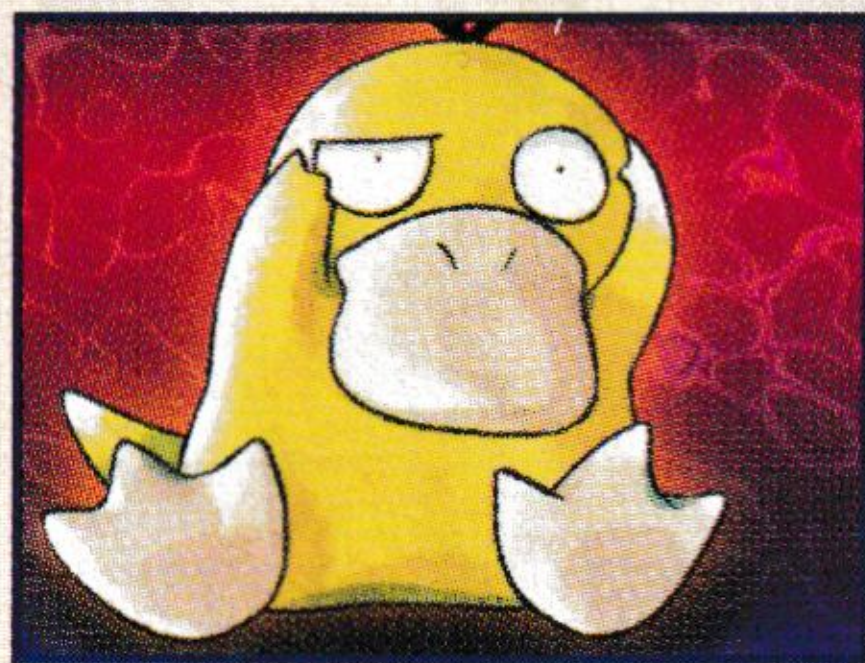
R: —

RC: ♀

♣ **Scratch** Damage: 10

♣ **Call for Friend** Flip a coin. If heads, you may search your deck for a Basic Pokémon with Misty in its name and put it onto your Bench. (You can't use this attack if your Bench is full.) Shuffle your deck afterward.

54/132



### Misty's Psyduck (LV. 18)

Basic Pokémon

W: ♀

R: —

RC: ♀

♣ **ESP** Flip 3 coins. If exactly 1 is heads, draw a card. If exactly 2 are heads, this attack does 20 damage. If all 3 are heads, choose 1 of the Defending Pokémon's attacks. Misty's Psyduck copies that attack except for its Energy costs. (No matter what type the Defending Pokémon is, Misty's Psyduck's type is still ♣.)

90/132

### Misty's Golduck

STAGE 1 (Evolves from Misty's Psyduck)

W: ♀

R: —

RC: ♀

♣ **Electro Beam** Flip a coin. If tails, discard all Energy cards attached to Misty's Golduck. Damage: 40

♣ **Super Removal** Flip a coin. If heads, choose 1 Energy card attached to each of your opponent's Pokémon that has any Energy cards and discard those Energy cards.

12/132

### Misty's Seel (LV. 14)

Basic Pokémon

W: ♀

R: —

RC: ♀

♣ **Frostbite** The Defending Pokémon can't retreat during your opponent's next turn. Damage: 10

♣ **Mirage** If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. Damage: 10

91/132

### Misty's Seel (LV. 20)

Basic Pokémon

W: ♀

R: —

RC: ♀

♣ **Aurora Beam** Damage: 20

88/132

### Misty's Dewgong

STAGE 1 (Evolves from Misty's Seel)

W: ♀

R: —

RC: ♀

♣ **Ice Throw** If the Defending Pokémon is ♣, this attack's base damage is doubled. Damage: 20

♣ **Take Down** Misty's Dewgong does 20 damage to itself. Damage: 60

54/132

### Misty's Shellder

Basic Pokémon

W: ♀

R: —

RC: ♀

♣ **Tackle** Damage: 10

♣ **Clamp** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, this attack does nothing (not even damage). Damage: 20

89/132

### Misty's Cloyster

STAGE 1 (Evolves from Misty's Shellder)

W: ♀

R: —

RC: ♀

**Pokémon Power: Shell Armor** You may reduce all damage done by attacks to Misty's Cloyster by 10 (after applying Weakness and Resistance). (Any other effects of attacks still happen.) This power can't be used if Misty's Cloyster is Asleep, Confused, or Paralyzed.

♣ **Triple Cannon** Flip 3 coins. This attack does 20 damage times the number of heads. Damage: 20x

29/132

### Misty's Saryu (LV. 16)

Basic Pokémon

W: ♀

R: —

RC: ♀

♣ **Star Boomerang** Flip a coin. If heads, return Misty's Saryu and all cards attached to it to your hand. (Either way, this attack does its damage.) Damage: 20

92/132

### Misty's Saryu (LV. 20)

Basic Pokémon

W: ♀

R: —

RC: ♀

♣ **Swift** This attack's damage isn't affected by Weakness, Resistance, Pokémon Powers, or any other effects on the Defending Pokémon. Damage: 20

90/132

### Misty's Starmie

STAGE 1 (Evolves from Misty's Saryu)

W: ♀

R: —

RC: ♀

♣ **Water Gun** Does 10 damage plus 10 more damage for each ♣ Energy attached to Misty's Starmie but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way. Damage: 10+

♣ **Bubblebeam** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 30

56/132

### Misty's Tentacool (LV. 12)

Basic Pokémon

W: ♀

R: —

RC: —

♣ **Mysterious Light** Flip a coin. If heads, the Defending Pokémon is now Asleep.

♣ **Jellyfish Pod** Search your deck for any number of Pokémon named Tentacool, Tentacruel, Misty's Tentacool, and/or Misty's Tentacruel. Show those cards to your opponent, then put them into your hand. Shuffle your deck afterward.

32/132

### Misty's Tentacool (LV. 16)

Basic Pokémon

W: ♀

R: —

RC: ♀

♣ **Crystal Beam** Flip a coin. If heads, your opponent can't attach Energy cards to the Defending Pokémon during his or her next turn. Damage: 20

57/132

### Misty's Tentacruel

STAGE 1 (Evolves from Misty's Tentacool)

W: ♀

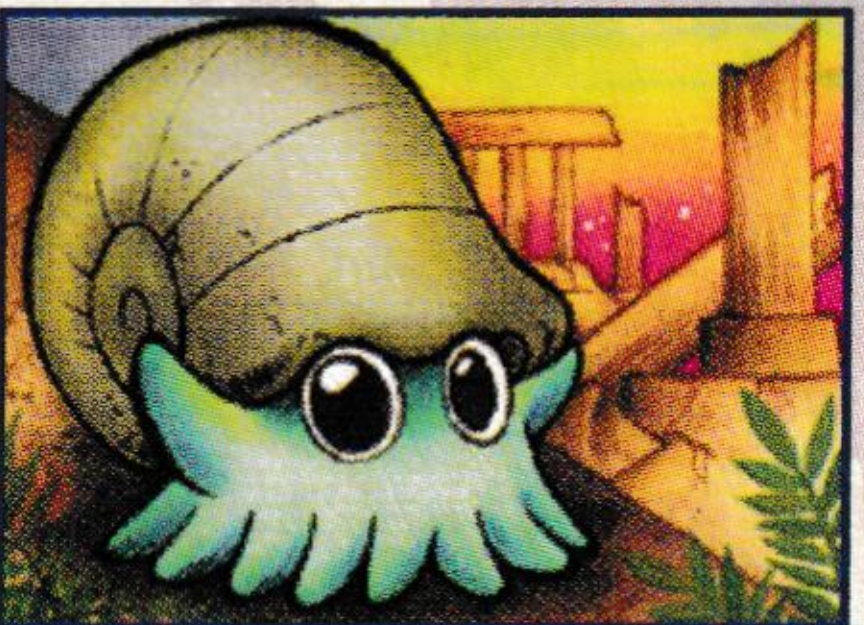
R: —

RC: —

**Pokémon Power: Flee** If an attack does damage to Misty's Tentacruel while it's your Active Pokémon, you may switch it with 1 of your Benched Pokémon, which prevents all other effects of that attack on Misty's Tentacruel. This power can't be used if Misty's Tentacruel is already Asleep, Confused, or Paralyzed.

♣ **Jellyfish Poison** Flip a coin. If heads, the Defending Pokémon is now Poisoned. If tails, the Defending Pokémon is now Confused. Damage: 30

10/132



### Omanyte

STAGE 1 (Evolves from Mysterious Fossil)

W: ♀

R: —

RC: ♀

**Pokémon Power: Clairvoyance** Your opponent plays with his or her hand face up. This power stops working while Omanyte is Asleep, Confused, or Paralyzed.

♣ **Water Gun** Does 10 damage plus 10 more damage for each ♣ Energy attached to Omanyte but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way. Damage: 10+

52/62

### Omastar

STAGE 2 (Evolves from Omanyte)

W: ♀

R: —

RC: ♀

♣ **Water Gun** Does 20 damage plus 10 more damage for each ♣ Energy attached to Omastar but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way. Damage: 20+

♣ **Spike Cannon** Flip 2 coins. This attack does 30 damage times the number of heads. Damage: 30x

40/62



### Poliwhirl

Basic Pokémon

W: ♀

R: —

RC: ♀

♣ **Water Gun** Does 10 damage plus 10 more damage for each ♣ Energy attached to Poliwhirl but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way. Damage: 10+

♣ **Amnesia** Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

♣ **Doubleslap** Flip 2 coins. This attack does 30 damage times the number of heads. Damage: 30x

38/102

### Poliwhirl

STAGE 1 (Evolves from Poliwhirl)

W: ♀

R: —

RC: ♀

♣ **Amnesia** Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

♣ **Doubleslap** Flip 2 coins. This attack does 30 damage times the number of heads. Damage: 30x

38/102



### Poliwrath

STAGE 2 (Evolves from Poliwhirl)

W: ♀

R: —

RC: ♀

♣ **Water Gun** Does 30 damage plus 10 more damage for each ♣ Energy attached to Poliwrath but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way. Damage: 30+

♣ **Whirlpool** If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it. Damage: 40

13/102

### Psyduck



### Golduck

STAGE 1 (Evolves from Psyduck)

W: ♀ R: — RC: ♀  
**Psychock** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10

♂♂♂ **Hyper Beam** If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it. Damage: 20 35/62 ♦



### Dark Golduck

STAGE 1 (Evolves from Psyduck)

W: ♀ R: — RC: ♀♂  
**Third Eye** Discard 1 Energy card attached to Dark Golduck in order to draw up to 3 cards.

♂♂♂ **Super Psy** Damage: 50 37/82 ♦ R

### Sabrina's Psyduck

Basic Pokémon

W: ♀ R: — RC: ♀  
**Scratch** Damage: 10  
**Random ESP** Flip a coin. If heads, the Defending Pokémon is now Confused. If tails, this attack does no damage and Sabrina's Psyduck is now Confused. Damage: 20 99/132 ●

### Sabrina's Golduck

STAGE 1 (Evolves from Sabrina's Psyduck)

W: ♀ R: — RC: ♀♂  
**Damage Shift** Move 1 damage counter from each of your Pokémon that has any on it to the Defending Pokémon. (Don't apply Weakness and Resistance.)

♂♂♂ **Water Spray** Flip a coin. If heads, this attack does 20 damage plus 20 more damage; if tails, this attack does 20 damage. Damage: 20+ 30/132 ★

### Seel

Basic Pokémon

W: ♀ R: — RC: ♀  
**Headbutt** Damage: 10 41/102 ♦, 61/130 ♦

### Dewgong

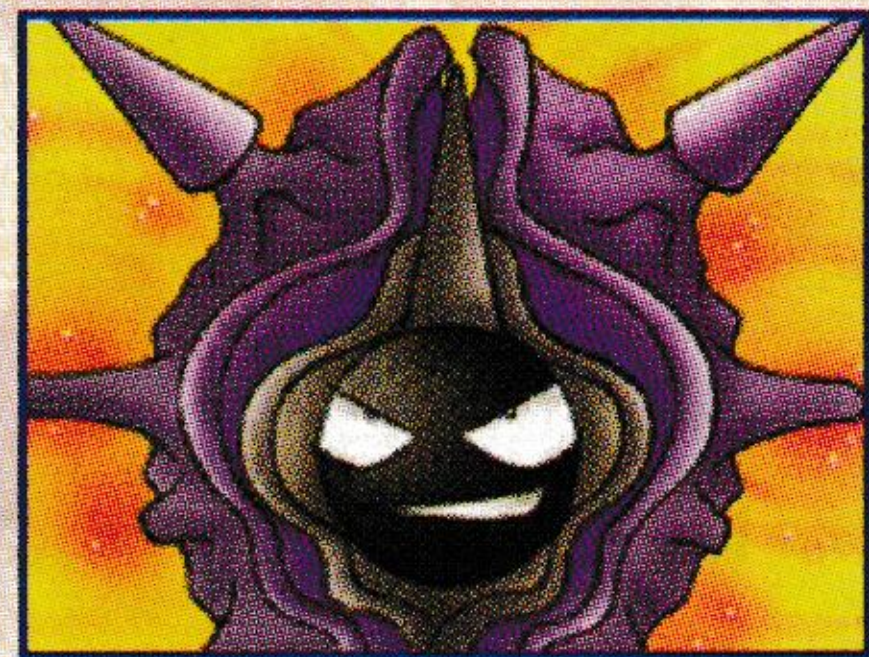
STAGE 1 (Evolves from Seel)

W: ♀ R: — RC: ♀♂♂  
**Aurora Beam** Damage: 50  
**Ice Beam** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 30 25/102 ♦, 36/130 ♦

### Shellder

Basic Pokémon

W: ♀ R: — RC: ♀  
**Supersonic** Flip a coin. If heads, the Defending Pokémon is now Confused.  
**Hide in Shell** Flip a coin. If heads, prevent all damage done to Shellder during your opponent's next turn. (Any other effects of attacks still happen.) 54/62 ●



### Cloyster

STAGE 1 (Evolves from Shellder)

W: ♀ R: — RC: ♀♂  
**Clamp** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, this attack does nothing (not even damage). Damage: 30

♂♂ **Spike Cannon** Flip 2 coins. This attack does 30 damage times the number of heads. Damage: 30x 32/62 ♦

70 HP

### Squirtle

Basic Pokémon

W: ♀ R: — RC: ♀  
**Bubble** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 10

♂♂ **Withdraw** Flip a coin. If heads, prevent all damage done to Squirtle during your opponent's next turn. (Any other effects of attacks still happen.) 63/102 ●, 93/130 ●

### Squirtle

Basic Pokémon

W: ♀ R: — RC: ♀  
**Shell Attack** Damage: 20 68/82 ● R

### Wartortle

STAGE 1 (Evolves from Squirtle)

W: ♀ R: — RC: ♀  
**Withdraw** Flip a coin. If heads, prevent all damage done to Wartortle during your opponent's next turn. (Any other effects of attacks still happen.)

♂♂♂ **Bite** Damage: 40 42/102 ♦, 63/130 ♦

### Blastoise

STAGE 2 (Evolves from Wartortle)

W: ♀ R: — RC: ♀♂♂  
**Pokémon Power: Rain Dance** As often as you like during your turn (before your attack), you may attach 1 Energy card to 1 of your Pokémon. (This doesn't use up your 1 Energy card attachment for the turn.)

This power can't be used if Blastoise is Asleep, Confused, or Paralyzed.  
**Hydro Pump** Does 40 damage plus 10 more damage for each Energy attached to Blastoise but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way. Damage: 40+ 2/102 ★, 2/130 ★

42/102 ♦, 63/130 ♦



### Dark Wartortle

STAGE 1 (Evolves from Squirtle)

W: ♀ R: — RC: ♀  
**Doubleslap** Flip 2 coins. This attack does 10 damage times the number of heads. Damage: 10x

♂♂ **Mirror Shell** If an attack does damage to Dark Wartortle during your opponent's next turn (even if Dark Wartortle is Knocked Out), Dark Wartortle attacks the Defending Pokémon for an equal amount of damage. 46/82 ♦ R

### Dark Blastoise

STAGE 2 (Evolves from Dark Wartortle)

W: ♀ R: — RC: ♀♂  
**Hydrocannon** Does 30 damage plus 20 more damage for each Energy attached to Dark Blastoise but not used to pay for this attack. You can't add more than 40 damage in this way. Damage: 30+

♂♂♂ **Rocket Tackle** Dark Blastoise does 10 damage to itself. Flip a coin. If heads, prevent all damage done to Dark Blastoise during your opponent's next turn. (Any other effects of attacks still happen.) Damage: 40 3/82 ★ R, 20/82 ★ R

### Staryu

Basic Pokémon

W: ♀ R: — RC: ♀  
**Slap** Damage: 20 65/102 ●, 95/130 ●

### Starmie

STAGE 1 (Evolves from Staryu)

W: ♀ R: — RC: ♀  
**Recover** Discard 1 Energy card attached to Starmie in order to use this attack. Remove all damage counters from Starmie.

♂♂♂ **Star Freeze** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Damage: 20 64/102 ●, 94/130 ●

### Tentacool

Basic Pokémon

W: ♀ R: — RC: —  
**Pokémon Power: Cowardice** At any time during your turn (before your attack), you may return Tentacool to your hand. (Discard all

40 HP

cards attached to Tentacool.) This power can't be used the turn you put Tentacool into play or if Tentacool is Asleep, Confused, or Paralyzed.

♂ **Acid** Damage: 10 56/62 ●

### Tentacruel

STAGE 1 (Evolves from Tentacool)

W: ♀ R: — RC: —  
**Supersonic** Flip a coin. If heads, the Defending Pokémon is now Confused.

♂♂ **Jellyfish Sting** The Defending Pokémon is now Poisoned. Damage: 10 44/62 ♦

### Vaporeon

STAGE 1 (Evolves from Eevee)

W: ♀ R: — RC: ♀  
**Quick Attack** Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. Damage: 10+

♂♂♂ **Water Gun** Does 30 damage plus 10 more damage for each Energy attached to Vaporeon but not used to pay for this attack's Energy cost. Extra Energy after the 2nd doesn't count. Damage: 30+ 12/64 ★, 28/64 ★



### Fighting Energy

97/102 ●, 125/130 ●, 127/132 ●, 127/132 ●

### Fire Energy

98/102 ●, 126/130 ●, 128/132 ●, 128/132 ●

### Full Heal Energy

If you play this card from your hand, the Pokémon you attach it to is no longer Asleep, Confused, Paralyzed, or Poisoned. Full Heal Energy provides Energy. (Doesn't count as a basic Energy card.) 81/82 ♦ R

### Grass Energy

99/102 ●, 127/130 ●, 129/132 ●, 129/132 ●

### Lightning Energy

100/102 ●, 128/130 ●, 130/132 ●, 130/132 ●

### Double Colorless Energy

Provides Energy. Doesn't count as a basic Energy card. 96/102 ♦, 124/130 ♦

### Potion Energy

If you play this card from your hand, remove 1 damage counter from the Pokémon you attach it to, if it has any. Potion Energy provides Energy. (Doesn't count as a basic Energy card.) 82/82 ♦ R

### Psychic Energy

101/102 ●, 129/130 ●, 131/132 ●, 131/132 ●

### Rainbow Energy

Attach Rainbow Energy to 1 of your Pokémon. While in play, Rainbow Energy counts as every type of basic Energy but only provides 1 Energy at a time. (Doesn't count as a basic Energy card when not in play.) When you attach this card from your hand to 1 of your Pokémon, it does 10 damage to that Pokémon. (Don't apply Weakness and Resistance.) 17/82 ★ R, 80/82 ★ R

### Water Energy

102/102 ●, 130/130 ●, 132/132 ●, 132/132 ●



### Bill

Trainer

Draw 2 cards. 91/102 ●, 118/130 ●

### Blaine

Trainer

During this turn, instead of attaching your free Energy card, you may instead attach 2 Energy cards to 1 of your Pokémon with Blaine in its name. (Playing additional copies of this card this turn has no effect.) 17/132 ★, 100/132 ★

### Blaine's Gamble

Trainer

Discard any number of other cards from your hand, then flip a coin. If heads, draw twice that many cards. 121/132 ●

### Blaine's Last Resort

Trainer

You can't play this card if you have any cards in your hand other than Blaine's Last Resort. Show your hand to your opponent, then draw 5 cards. 105/132 ♦

### Blaine's Quiz #1

Trainer

Put a Basic Pokémon or Evolution card from your hand face down in front of you and tell your opponent its name. Your opponent guesses the length of that Pokémon. Flip the card over. If your opponent guessed right, he or she draws 2 cards. If your opponent guessed wrong, you draw 2 cards. Either way, return the card to your hand. 97/132 ★

### Blaine's Quiz #2

Trainer

Put a card from your hand face down in front of you. Your opponent guesses whether it is an Energy card, a Trainer card, or a Pokémon (Basic or Evolution) card. Flip the card over. If your opponent guessed right, he or she draws 2 cards. If your opponent guessed wrong, you draw 2 cards. Either way, return the card to your hand. 111/132 ●

### Blaine's Quiz #3

Trainer

Put a Basic Pokémon or Evolution card from your hand face down in front of you and tell your opponent the name of an attack of that card. Your opponent guesses the name of that card. Flip the card over. If your opponent guessed right, he or she draws 3 cards. If your opponent guessed wrong, you draw 3 cards. Either way, return the card to your hand. 112/132 ♦

### Brock

Trainer

Remove 1 damage counter from each of your Pokémon that has any damage counters on it. 15/132 ★, 98/132 ★

### Brock's Protection

Trainer

Attach Brock's Protection to 1 of your Pokémon with Brock in its name. Energy cards attached to that Pokémon can't be removed by your opponent's attacks or Trainer cards. (This doesn't stop the rest of the attack or Trainer card from working normally.) 101/132 ★



### Brock's Training Method

Trainer

Search your deck for a Basic Pokémon or Evolution card with Brock in its name. Show that card to your opponent, then put it into your hand. Shuffle your deck afterward. 106/132 ♦

### Celadon City Gym

Trainer (Stadium)

This card stays in play when you play it. Discard this card if another Stadium card comes into play. During each player's turn, that player may choose to discard an Energy card attached to 1 of his or her Pokémon with Erika in its name. If that player does so, that Pokémon is no longer Asleep, Confused, Paralyzed, or Poisoned. 107/132 ♦

### Cerulean City Gym

Trainer (Stadium)

This card stays in play when you play it. Discard this card if another Stadium card comes into play. Each player pays less to retreat his or her Pokémon if it has Misty in its name. 108/132 ♦



### Challenge!

Trainer

Ask your opponent if he or she accepts your challenge. If your opponent declines (or if both Benches are full), draw 2 cards. If your opponent accepts, each of you searches your decks for any number of Basic Pokémon cards and puts them face down onto your Benches. (A player can't do this if his or her Bench is full.) When you both have finished, shuffle your decks and turn those cards face up. 74/82♦ R



### Chaos Gym

Trainer (Stadium)

This card stays in play after being played. Discard this card if another Stadium card comes into play. Whenever a player plays a Trainer card other than a Stadium card, he or she flips a coin. If heads, that player plays that card normally. If tails, the player can't play that card. If the card isn't put into play, the player's opponent may use that card instead, if he or she does everything required in order to play that card (like discarding cards). Either way, the card goes to its owner's discard pile. 102/132★

### Charity

Trainer

Attach Charity to your Active Pokémon. Unless that Pokémon gets Knocked Out, return Charity to your hand at the end of your turn. If that Pokémon attacks and does damage to the Defending Pokémon, you may reduce that damage by any amount (rounded to the nearest 10). 99/132★

### Cinnabar City Gym

Trainer (Stadium)

This card stays in play after being played. Discard this card if another Stadium card comes into play. Ignore Weakness when a ⬤ Pokémon does damage to a Pokémon with Blaine in its name. 113/132♦

### Clefairy Doll

Trainer

Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokémon (instead of a Trainer card). Clefairy Doll has no attacks, can't retreat, and can't be Asleep, Confused, Paralyzed, or Poisoned. If Clefairy Doll is Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may discard Clefairy Doll. 70/102♦

### Computer Error (Rocket's Secret Machine)

Trainer

You may draw up to 5 cards, then your opponent may draw up to 5 cards. Your turn is over now (you don't get to attack). 16★

### Computer Search

Trainer

Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand. Shuffle your deck afterward. 71/102★, 101/130★

### Defender

Trainer

Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender. Damage done to that Pokémon by attacks is reduced by 20 (after applying Weakness and Resistance). 80/102♦, 109/130♦

### Devolution Spray

Trainer

Choose 1 of your own Pokémon in play and a Stage of Evolution. Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no longer Asleep, Confused, Paralyzed, Poisoned, or anything else that might be the result of an attack (just as if you had evolved it). 72/102♦

### Digger (Rocket's Secret Machine)

Trainer

Flip a coin. If tails, do 10 damage to your Active Pokémon. If heads, your opponent flips a coin. If tails, your opponent does 10 damage to his or her Active Pokémon. If heads, you flip a coin. Keep doing this until a player gets tails. 75/82♦ R

### Energy Flow

Trainer

For each of your Pokémon, you may return any number of Energy cards attached to it to your hand. 122/132♦

### Energy Removal

Trainer

Choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it. 92/102♦, 119/130♦

### Energy Retrieval

Trainer

Trade 1 of the other cards in your hand for up to 2 basic Energy cards from your discard pile. 81/102♦, 110/130♦

### Energy Search

Trainer

Search your deck for a basic Energy card and put it into your hand. Shuffle your deck afterward. 59/62♦

### Erika

Trainer

You may draw up to 3 cards, then your opponent may draw up to 3 cards. 16/132★, 100/132★

### Erika's Kindness

Trainer

Remove 2 damage counters from each Pokémon (yours and your opponent's) with any damage counters on it. If a Pokémon has just 1 damage counter, remove it. 103/132★

### Erika's Maids

Trainer

Trade 2 of the other cards in your hand for up to 2 Basic Pokémon and/or Evolution cards with Erika in their names from your deck. Show those cards to your opponent, then put them into your hand. Shuffle your deck afterward. 109/132♦



### Erika's Perfume

Trainer

Look at your opponent's hand. If he or she has any Basic Pokémon cards there, you may put any number of them onto your opponent's Bench (as long as there's room). 110/132♦

### Fervor

Trainer

Show the top 3 cards of your deck to all players. Put any ⬤ Energy cards there into your hand and discard the rest. 124/132♦

### Fuchsia City Gym

Trainer (Stadium)

This card stays in play after being played. Discard this card if another Stadium card comes into play. Once during each player's turn (before attacking), that player may flip a coin. If heads, that player may shuffle 1 of his or her Pokémon in play with Koga in its name and any cards attached to it into his or her deck. 114/132♦

### Full Heal

Trainer

Your Active Pokémon is no longer Asleep, Confused, Paralyzed, or Poisoned. 82/102♦, 111/130♦

### Gambler

Trainer

Shuffle your hand into your deck. Flip a coin. If heads, draw 8 cards. If tails, draw 1 card. 60/62♦

### Giovanni

Trainer

Choose 1 of your Pokémon in play with Giovanni in its name. For the rest of your turn, you may evolve that Pokémon even if you just played or evolved it this turn or if this is your first turn. This effect also applies to the Pokémon it evolves into. 18/132★, 104/132★



### Giovanni's Last Resort

Trainer

Remove all damage counters from 1 of your Pokémon with Giovanni in its name. Then discard your hand. 105/132★

### Good Manners

Trainer

In order to play this card, you can't have any Basic Pokémon cards in your hand. Show your hand to your opponent, then search your deck for a Basic Pokémon card, show it to your opponent, and put it into your hand. Shuffle your deck afterward. 111/132♦

### Goop Gas Attack

Trainer

All Pokémon Powers stop working until the end of your opponent's next turn. 79/82♦ R

### Gust of Wind

Trainer

Choose 1 of your opponent's Benched Pokémon and switch it with his or her Active Pokémon. 93/102♦, 120/130♦

### Here Comes Team Rocket!

Trainer

Each player plays with his or her Prize cards face up for the rest of the game. 15/82★ R, 71/82★ R

### Imposter Oak's Revenge

Trainer

Discard a card from your hand in order to play this card. Your opponent shuffles his or her hand into his or her deck, then draws 4 cards. 76/82♦ R

### Imposter Professor Oak

Trainer

Your opponent shuffles his or her hand into his or her deck, then draws 7 cards. 73/102★, 102/130★

### Item Finder

Trainer

Discard 2 of the other cards from your hand in order to put a Trainer card from your discard pile into your hand. 74/102★, 103/130★

### Koga

Trainer

If an attack from a Pokémon with Koga in its name does damage to a Defending Pokémon this turn, that Pokémon is then Poisoned. 19/132★, 106/132★

### Koga's Ninja Trick

Trainer

Attach Koga's Ninja Trick to your Active Pokémon with Koga in its name. If this Pokémon goes to your Bench, discard this card. When your opponent attacks, you may switch this Pokémon with 1 of your Benched Pokémon (before damage or other effects of attacks). 115/132♦

### Lass

Trainer

You and your opponent show each other your hands, then shuffle all the Trainer cards from your hands into your decks. 75/102★, 104/130★

### Lt. Surge

Trainer

You can play this card only if you have at least 1 Basic Pokémon card in your hand. Put a Basic Pokémon card from your hand into play as your Active Pokémon. Put your old Active Pokémon onto your Bench. (You can't play this card if your Bench is full.) 17/132★, 101/132★

### Lt. Surge's Secret Plan

Trainer

Put 1 card from your hand face down onto your Bench. (You can't play this card if your Bench is full.) Treat that card as a Basic Pokémon as long as it's face down. Flip the card if either player ever needs to know what it is in order to use an attack, a Pokémon Power, or a Trainer card. Flip the card if it ever uses an attack or Pokémon Power, evolves, retreats, is damaged by an attack, or is otherwise affected by an attack. At any time during your turn, you may flip the card over. When you flip that card over, if it isn't a Basic Pokémon, discard it and all cards attached to it. 107/132★

### Lt. Surge's Treaty

Trainer

Your opponent chooses 1 of the following: everyone chooses 1 of his or her own Prizes and puts it into his or her hand, or you draw a card. 112/132♦

### Maintenance

Trainer

Shuffle 2 of the other cards from your hand into your deck in order to draw a card. 83/102♦, 112/130♦

### Master Ball

Trainer

Look at 7 cards from the top of your deck. You may choose a Basic Pokémon or Evolution card from those cards, show it to your opponent, then put it into your hand. Shuffle the rest into your deck. 116/132♦

### Max Revive

Trainer

Discard 2 Energy cards from your hand in order to put 1 Basic Pokémon from your discard pile onto your Bench. (You can't play Max Revive if your Bench is full.) 117/132♦

### Minion of Team Rocket

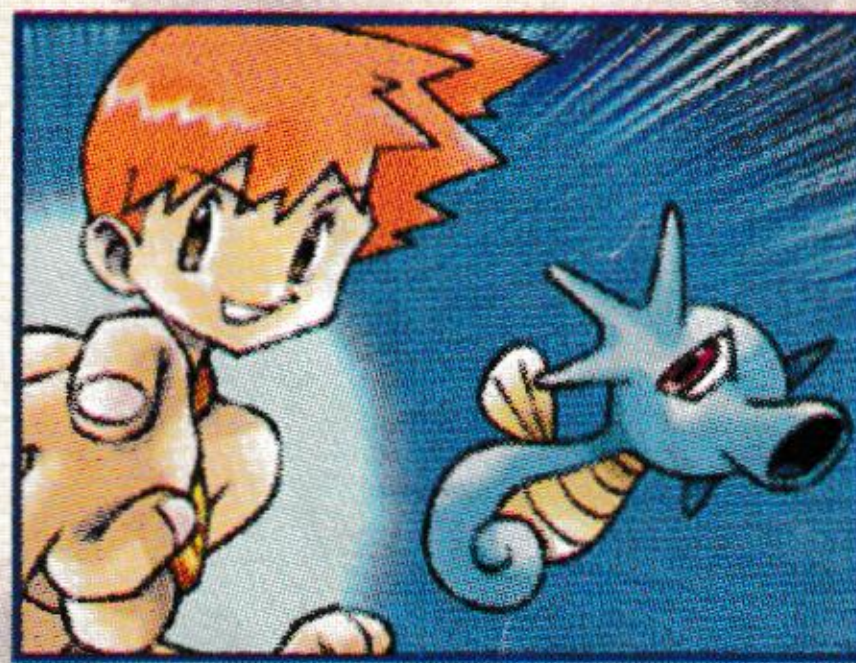
Trainer

Flip 2 coins. If both of them are heads, choose 1 of your opponent's Benched Pokémon and return it and all cards attached to it to his or her hand. If 1 or both of them are tails, your turn ends immediately (you can't attack this turn). 113/132♦

### Misty

Trainer

Discard 2 of the other cards in your hand in order to play this card. If this turn's attack does damage to the Defending Pokémon (after applying Weakness and Resistance), and if the attacking Pokémon has Misty in its name, the attack does 20 more damage to the Defending Pokémon. 18/132★, 102/132★



### Misty's Duel

Trainer

You and your opponent play a game of Rock-Paper-Scissors. The winner shuffles his or her hand into his or her deck and draws a new hand of 5 cards. (If you don't know how to play Rock-Paper-Scissors, flip a coin to decide who's the winner.) 123/132♦

### Misty's Tears

Trainer

Discard 1 of the other cards in your hand in order to search your deck for up to 2 ⬤ Energy cards. Show those cards to your opponent, then put them into your hand. Shuffle your deck afterward. 118/132♦

### Misty's Wish

Trainer

Look at 1 of your Prize cards. Then, ask your opponent if you may switch that card with 1 of the cards in your hand. If your opponent accepts and if you have any other cards in your hand, switch those cards. If your opponent declines, return the Prize card face down and draw a card. 108/132★



### Misty's Wrath

Trainer

Look at the top 7 cards of your deck. Choose 2 of those cards and put them into your hand. Discard the rest.

114/132 ♦

### Mr. Fuji

Trainer

Choose a Pokémon on your Bench. Shuffle it and any cards attached to it into your deck.

58/62 ♦

### Mysterious Fossil

Trainer

Play Mysterious Fossil as if it were a Basic Pokémon. While in play, Mysterious Fossil counts as a Pokémon (instead of a Trainer card). Mysterious Fossil has no attacks, can't retreat, and can't be Asleep, Confused, Paralyzed, or Poisoned. If Mysterious Fossil is Knocked Out, it doesn't count as a Knocked Out Pokémon. (Discard it anyway.)

At any time during your turn before your attack, you may discard Mysterious Fossil from play.

62/62 ●

### Narrow Gym

Trainer (Stadium)

This card stays in play when you play it. Discard this card if another Stadium card comes into play.

No player may have more than 4 Pokémon on his or her Bench (while this card is in play). When this card is played, if a player has 5 Pokémon on his or her Bench, that player chooses 1 of them and returns it and all cards attached to it to his or her hand. (If both players have to return a Pokémon, your opponent returns a Pokémon first.)

124/132 ●



### Nightly Garbage Run (Rocket's Secret Machine)

Trainer

Choose up to 3 Basic Pokémon cards, Evolution cards, and/or basic Energy cards from your discard pile. Show them to your opponent and shuffle them into your deck.

77/82 ♦ R

### No Removal Gym

Trainer (Stadium)

This card stays in play when you play it. Discard this card if another Stadium card comes into play.

A player must discard 2 cards from his or her hand in order to play an Energy Removal or Super Energy Removal card.

103/132 ★

### Pewter City Gym

Trainer (Stadium)

This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Don't apply Resistance to any attacks made by Pokémon with Brock in their names.

115/132 ♦

### PlusPower

Trainer

Attach PlusPower to your Active Pokémon. At the end of your turn, discard PlusPower. If this Pokémon's attack does damage to the Defending Pokémon (after applying Weakness and Resistance), the attack does 10 more damage to the Defending Pokémon.

84/102 ♦, 113/130 ♦

### Poké Ball

Trainer

Flip a coin. If heads, you may search your deck for any Basic Pokémon or Evolution card. Show that card to your opponent, then put it into your hand. Shuffle your deck afterward.

64/64 ●, 121/130 ●

### Pokédex

Trainer

Look at up to 5 cards from the top of your deck and rearrange them as you like.

87/102 ♦, 115/130 ♦

### Pokémon Breeder

Trainer

Put a Stage 2 Evolution card from your hand on the matching Basic Pokémon. You can only play this card when you would be allowed to evolve that Pokémon anyway.

76/102 ★, 105/130 ★

### Pokémon Center

Trainer

Remove all damage counters from all of your own Pokémon with damage counters on them, then discard all Energy cards attached to those Pokémon.

85/102 ♦, 114/130 ♦



### Pokémon Flute

Trainer

Choose 1 Basic Pokémon card from your opponent's discard pile and put it onto his or her Bench. (You can't play Pokémon Flute if your opponent's Bench is full.)

86/102 ♦

### Pokémon Trader

Trainer

Trade 1 of the Basic Pokémon or Evolution cards in your hand for 1 of the Basic Pokémon or Evolution cards from your deck. Show both cards to your opponent. Shuffle your deck afterward.

77/102 ★, 106/130 ★

### Potion

Trainer

Remove up to 2 damage counters from 1 of your Pokémon.

94/102 ●, 122/130 ●

### Professor Oak

Trainer

Discard your hand, then draw 7 cards.

88/102 ♦, 116/130 ♦

### Recall

Trainer

For your attack this turn, your Active Pokémon can use any attack from its Basic Pokémon card or any Evolution card attached to it. (You still have to pay for that attack's Energy cost.)

116/132 ♦

### Recycle

Trainer

Flip a coin. If heads, put a card in your discard pile on top of your deck.

61/62 ●

### Resistance Gym

Trainer (Stadium)

This card stays in play after being played. Discard this card if another Stadium card comes into play.

Each Pokémon's Resistance is reduced by 20. (If a Pokémon's Resistance is -30, it becomes -10.)

109/132 ★

### Revive

Trainer

Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounded down to the nearest 10). (You can't play Revive if your Bench is full.)

89/102 ♦

### Rocket's Minefield Gym

Trainer (Stadium)

This card stays in play after being played. Discard this card if another Stadium card comes into play.

Whenever a player puts a Basic Pokémon onto his or her Bench from his or her hand, he or she flips a coin. If tails, put 2 damage counters on that Pokémon.

119/132 ♦

### Rocket's Secret Experiment

Trainer

Flip a coin. If heads, search your deck for any card and put it into your hand. Shuffle your deck afterward. If tails, you can't play Trainer cards until the end of your next turn.

120/132 ♦

### Rocket's Sneak Attack

Trainer

Look at your opponent's hand. If he or she has any Trainer cards, choose 1 of them. Your opponent shuffles that card into his or her deck.

16/82 ★ R, 72/82 ★ R

### Sabrina

Trainer

Take all Energy cards attached to 1 of your Pokémon with Sabrina in its name and attach them to another 1 of your Pokémon with Sabrina in its name.

20/132 ★, 110/132 ★

### Sabrina's ESP

Trainer

Attach Sabrina's ESP to 1 of your Pokémon with Sabrina in its name. At the end of your turn, discard Sabrina's ESP. If that Pokémon uses an attack that involves flipping coins, Sabrina's ESP lets you re-flip those coins once. If you do, re-flip all the coins.

117/132 ♦

### Sabrina's Gaze

Trainer

Each player shuffles his or her hand into his or her deck and draws a new hand of the same number of cards.

125/132 ●

### Sabrina's Psychic Control

Trainer

Flip a coin. If heads, choose a Trainer card in your opponent's discard pile that isn't put into play (like PlusPower or Mysterious Fossil). You may use that card as if it were in your hand, if you do everything required in order to play that card (like discarding cards). The card stays in your opponent's discard pile.

121/132 ♦

### Saffron City Gym

Trainer (Stadium)

This card stays in play after being played. Discard this card if another Stadium card comes into play.

As often as each player likes during his or her turn (before attacking), that player may return 1 basic Energy card attached to 1 of his or her Pokémon with Sabrina in its name to his or her hand.

122/132 ♦

### Scoop Up

Trainer

Choose 1 of your Pokémon in play and return its Basic Pokémon card to your hand. (Discard all cards attached to that card.)

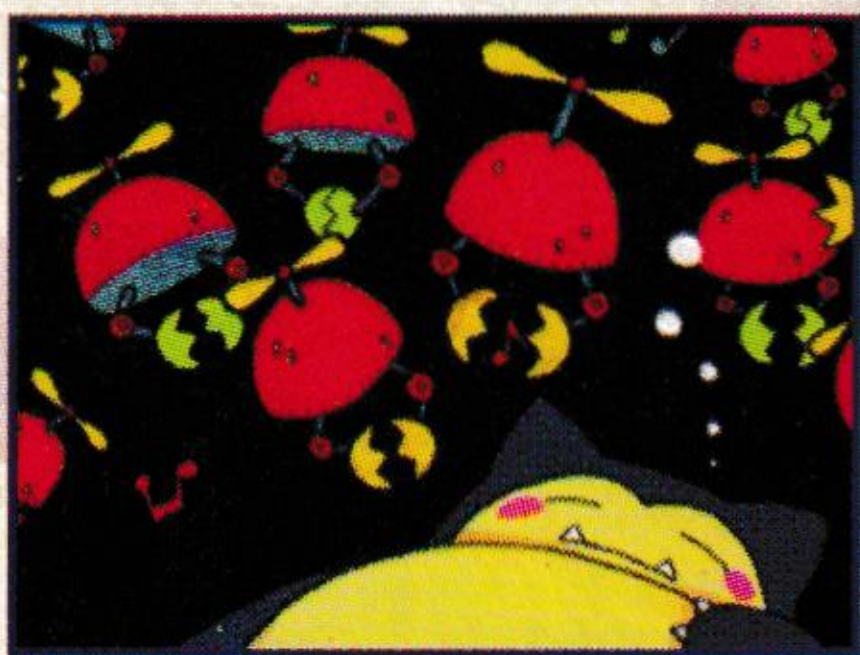
78/102 ★, 107/130 ★

### Secret Mission

Trainer

Look at your opponent's hand. Then, you may discard as many other cards as you want from your hand and draw that many cards.

118/132 ♦



### Sleep! (Rocket's Secret Machine)

Trainer

Flip a coin. If heads, the Defending Pokémon is now Asleep.

78/82 ♦ R

### Super Energy Removal

Trainer

Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to it. Discard those Energy cards.

79/102 ★, 108/130 ★

### Super Potion

Trainer

Discard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon.

90/102 ♦, 117/130 ♦

### Switch

Trainer

Switch 1 of your Benched Pokémon with your Active Pokémon.

95/102 ●, 123/130 ●

### The Boss's Way

Trainer

Search your deck for an Evolution card with Dark in its name. Show it to your opponent and put it into your hand. Shuffle your deck afterward.

73/82 ♦ R

### The Rocket's Training Gym

Trainer (Stadium)

This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Each player pays 1 more to retreat his or her Active Pokémon.

104/132 ★

### The Rocket's Trap

Trainer

Flip a coin. If heads, choose up to 3 cards at random from your opponent's hand (don't look at them). Your opponent shuffles those cards into his or her deck.

19/132 ★



### Tickling Machine (Rocket's Secret Robot)

Trainer

Flip a coin. If heads, your opponent sets aside all the cards in his or her hand face down. Nobody may look at those cards. At the end of your opponent's next turn, your opponent puts those cards back into his or her hand. If tails, your turn ends immediately (you can't attack this turn).

119/132 ♦

### Transparent Walls

Trainer

Until the end of your opponent's next turn, prevent all damage from attacks done to your Benched Pokémon. (Any other effects of attacks still happen.)

125/132 ●

### Trash Exchange

Trainer

Count the number of cards in your discard pile and shuffle them into your deck. Then discard that many cards from the top of your deck.

126/132 ●

### Vermilion City Gym

Trainer (Stadium)

This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Whenever a player attacks with a Pokémon with Lt. Surge in its name, he or she may flip a coin. If heads, and if that Pokémon's attack does damage to the Defending Pokémon (after applying Weakness and Resistance), that attack does 10 more damage to the Defending Pokémon. If tails, the attacking Pokémon does 10 damage to itself in addition to whatever its attack usually does.

120/132 ♦

### Viridian City Gym

Trainer (Stadium)

This card stays in play after being played. Discard this card if another Stadium card comes into play.

Whenever a Pokémon with Giovanni in its name evolves, its owner removes 2 damage counters from that Pokémon (or 1 if it only has 1).

123/132 ♦

### Warp Point

Trainer

If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with his or her Active Pokémon, then, if you have any Benched Pokémon, you switch 1 of them with your Active Pokémon.

126/132 ●

